THE #1 UNOFFICIAL PLAYSTATION PUBLICATION

Over 100 PlayStation Games Reviewed Inside

P.S.X.™

100% PLAYSTATION COVERAGE

MORTAL KOMBAT TRILOGY

Complete moves list for all of the MK characters

BLOOD OMEN LEGACY OF KAIN

Strategy Guide Part II

Also Featuring:
Pitfall 3D
MechWarrior 2
Independence Day
Castlevania 5
and much more!

ZD Ziff-Davis Publishing

December 1996/January 1997

$3.99 U.S./$5.50 Canada

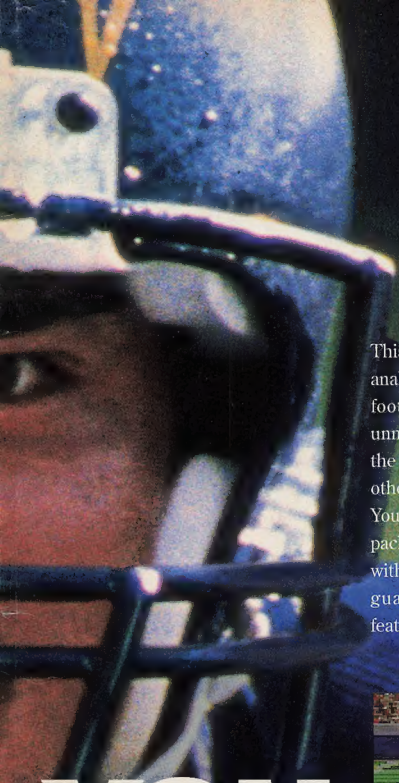
01>

0 70989 37362 4

PLAYERS INC

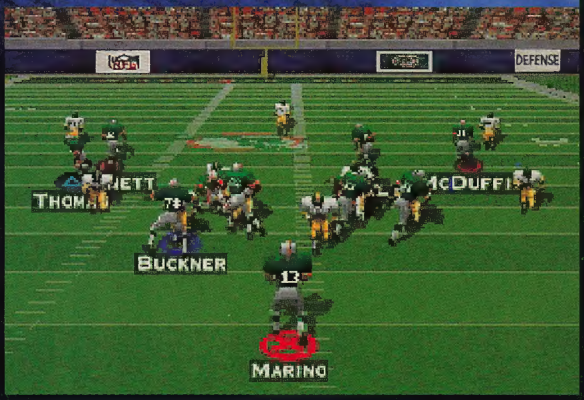
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

For game hints call 1-900-933-SONY(7669). The charge is $0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. U R NOT E is a trademark of Sony Interactive Entertainment Inc. NFL and GameDay



This isn't a game, it's a war. So be prepared for battle. Now, enough military analogies, let's talk football. This is NFL GameDay™ '97. It's better than any football game ever created. The artificial intelligence in this game is unmatched. Players on the field think, react and perform like they do in the NFL. Defenses and offenses learn your tendencies and key on them. In other words, there are no bread and butter plays to go to on third and long. You'll go head-on with real defensive coverages, including nickel and dime packages and Dallas™ Cover 4. Defensive fronts attack your offensive line with stunts and swim techniques. And with new, larger players you'll see guards and tackles trapping and pulling. This game is loaded with features, too. This is real football, baby. So welcome to the NFL.

YOU AND WHAT ARMY?



PlayStation™

are registered trademarks of the National Football League. Officially licensed product of the NFL Players and NFL Properties. NFL team names, logos, helmet designs and uniform designs are registered trademarks of the team indicated. ©/TM 1996 NFLP. The Players Inc logo is an official trademark of the NFL Players. © 1996 Players Inc. Developed by Sony Interactive Studios America. © 1996 Sony Interactive Entertainment Inc. **www.sony.com** PANCAKE

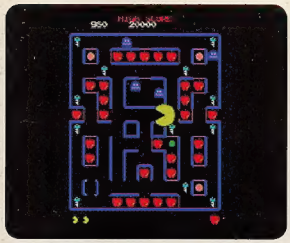
IT SEEMS EVERY AD TRIES TO SELL YOU A GAME WITH MORE

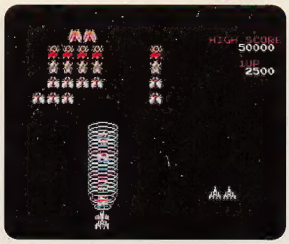
GUTS,

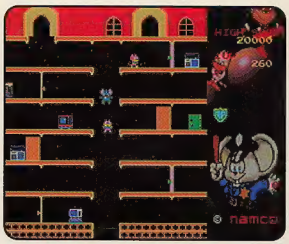
MORE BUTTS,

MORE SMUT,

AND MORE NUTS.







HOW ABOUT MORE FUN?

PRESENTING NAMCO MUSEUM™ VOLUME 2

Lose the hype. Enjoy games that are hip. Namco Museum Volume 2™ is the second release from our classic arcade anthology. Six more arcade hits blast out of the past to give you flashbacks of fun. Super Pac-Man,

Xevious, Dragon Buster, Gaplus, Grobda and Mappy are all included on one groovy CD - each game an exact translation from the original arcade coin-op. Hey, who said you can't have fun at the Museum?

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

namco®

PlayStation™

Namco Museum Volume 2™ & © 1995 1996 Namco Ltd. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment. The ratings icon is a trademark of the Interactive Digital Software Association.

P.S.X.™

PLAYSTATION EXPERIENCE

PUBLISHER
Jonathan Lane

EDITORIAL DIRECTOR
Joe Funk

EDITOR IN CHIEF
Todd Mowatt

MANAGING EDITOR
Dindo Perez

ASSISTANT EDITORS
Dave Malec
Joe Rybicki
Chris Johnston
Gary Mollohan

NEWS EDITOR
Nelson Taruc

CREATIVE DIRECTOR
Michael Stassus

ART DIRECTORS
Jim Cordano
Bob Conlon

THIRD-PARTY LIAISON
John Stockhausen

MANAGING COPY EDITOR
Jennifer Whitesides

COPY EDITORS
Jo-El M. Damen
Mark Eleveld

PRODUCTION DIRECTOR
Marc Camron

PREPRESS MANAGER
Dave McCracken

ASSOCIATE PREPRESS MANAGER
Jack Copley

AD COORDINATOR
Mike Darling

SINGLE COPY SALES DIRECTOR
Joan McInerney

ASSOCIATE PUBLISHER SALES & MARKETING
Jennie Parker

ADVERTISING
Eisenberg Communications Group, Inc.
(818) 712-9400
Jeffrey Eisenberg, National Advertising Director
Jon Yoffie, National Advertising Manager
Elaine Zimmerman, Advertising Coordinator
Karen Landon, Account Executive

P.S.X.™ (ISSN #1083-1088) is published bi-monthly by Ziff-Davis Publishing Company, 1920 Highland Ave., 2nd Floor, Lombard, IL 60148. Single issue rates: $3.99. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff-Davis Publishing Company.

Copyright © 1996, Ziff-Davis Publishing Company. All Rights Reserved. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT. P.S.X. is a trademark of Ziff-Davis Publishing Company.

Printed in the USA.

I was dumfounded the other night when I turned on the television and one of the lead stories on CNN Headline News was a roundtable discussion lead by Sega of America officials highlighting the way they want to purge North American homes from the evils of violent video games.

I was amazed, because to my knowledge, only mainstream media like CNN (who don't regularly cover the video game industry) were invited. Sega seemed to have free reign, and all of the games cited as being too violent were top-selling PlayStation titles like Resident Evil, Quake and Duke Nukem 3D.

What was Sega's motivation? Maybe it was to put some doubt in the minds of parents whose children had been asking for a PlayStation this Christmas. Maybe they were just doing a goodwill service for the rest of the industry to protect impressionable youngsters from violence. Yeah, right.

CNN doesn't cover the gaming business that closely, so they wouldn't remember that it was Sega who released the first blood in a video game. It was Sega and the 16-Bit Genesis version of Mortal Kombat that enabled Sega to hand Nintendo their lunch the first few years of the 16-Bit wars. A main selling point was the blood in the game. Now, ironically enough, Sega is putting a negative slant on violence and inadvertently putting Sony in the spotlight, which will probably help more than hurt Sony.

The PlayStation is getting the majority of attention right now because the quality of the software (yes, some of it has violent content). But the entire industry agreed on a ratings system and had a sort of truce not to play the "violence card" every time a competitor gets an edge in the marketplace.

Sega's effort to reverse the spin is nothing new, but don't count on it to last. As the gaming industry continues to mature and more closely resemble the motion picture industry, they'll likely learn that, controversial or not, violence sells. Pure and simple. We're not here to condone it, nor are we here to condemn it. We just like to play good games.

That doesn't mean you need a mountain of bullet-ridden corpses to make a great game. In fact, Sony has built a substantial part of their lead on sound business practices and a library of great nonviolent software like Crash Bandicoot, Floating Runner, great sports titles and an influx (finally) of RPGs.

Todd Mowatt
Editor in Chief

DESTROY them with STYLE

GAMEPAD

Do you live for the thrill of **CRUSHING** an adversary? Do you savor the success of **SLAMMING** the competition? Are you tired of having a fried thumb? We're here to help. The Alps Gamepad for the PlayStation™ game console offers you the controls you've been waiting for in a fine-tuned, easy-to-hold unit designed by professional game players to meet the demanding needs of today's gamers.

- Designed By Gamers, For Gamers. We know what you need, and it's all here.
- Ultra-smooth Dpad lets you concentrate on your game, not a throbbing thumb.
- Special rubber grip provides tactile feedback and a secure grip.
- Extra long 8-foot cord

To order call 800-720-ALPS
For more info visit us at www.interactive.alps.com

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. Alps is a registered trademark of Alps Electric Co., Ltd. of Japan. Alps Interactive and the Alps Interactive logos are trademarks of Alps Electric Co., Ltd. Patent Pending.

PlayStation

ALPS Interactive™

EVERYTHING ELSE TAKES A BACKSEAT.

PlayStation

POWERED BY namco

AGES TO ADULTS

www.namco.com

Ridge Racer Revolution™ & © 1993 1994 1995 Namco Ltd. All rights reserved. PlayStation and the PlayStation logos

RIDGE RACER REVOLUTION™

THE FASTEST RACERS ON EARTH.™

are trademarks of Sony Computer Entertainment. The ratings icon is a trademark of the Interactive Digital Software Association.

P.S.X.

ZIFF-DAVIS PUBLISHING
CHAIRMAN AND CEO Eric Hippeau

President, U.S. Publications	Ronni Sonnenberg
President, Interactive Media and Development Group	Jeffrey Ballowe
President, International Media Group	J.B. Holston III
President, Computer Intelligence/Infocorp	Bob Brown
President, Training and Support Publishing Group	William Rosenthal
Vice President, Chief Financial Officer	Timothy O'Brien
Vice President, General Counsel and Secretary	J. Malcolm Morris
Vice President, Human Resources	Rayna Brown
Vice President, Planning	Darryl Otte
Vice President, Production	Roger Herrmann
Vice President, Controller	Mark Moyer
Treasurer	Thomas L. Wright

U.S. Publications Group

President, U.S. Publications	Ronni Sonnenberg
President, Business Media Group	Claude Sheer
President, Consumer Media Group	J. Scott Briggs
Senior Vice President, Circulation	Baird Davis
Senior Vice President Consumer Advertising	Lawrence C. Burstein
Vice President, Business Manager	Tom McGrade
Vice President, Marketing Services	Jim Manning
Vice President, Central Advertising Sales	Bob Bader
Vice President, Product Testing	Mark Van Name
Vice President, Circulation Services	James F. Ramaley
Vice President	Don Byrnes
Vice President	Al DiGuido
Vice President	Daniel Farber
Vice President	Michael Miller
Vice President	Daniel Rosenweig
Vice President	Paul Somerson
Executive Director, Licensing	Gertrud Borchardt
Director, ZD Labs	Bob Kane
Director, Benchmark Operation	Bill Catchings
Ziff-Davis Magazine Network Vice President/ Managing Director	Joe Gillespie
Executive Director	Alicia Saribalis
Marketing Director	Mike Perkowski
Directors	Ken Beach, Michael Bird Jeff Bruce, Kelly Lowman, Debbie Moss, Julie Tuttle, Melinda Maginn

Interactive Media And Development Group

President	Jeffrey Ballowe
Executive Vice President	David Shnaider
Vice President, General Manager ZD Net	James Savage
Vice President, ZDTV	Richard Fisher
Vice President, Creative Services	Herbert Stern
Vice President, Research	Elda Vale
Editorial Director, New Products	Bill Machrone
Group Business Manager	Jocelyn Grayson
Director, Public Relations	Gregory Jarboe

Ziff-Davis Publishing Company, A SOFTBANK Company

CONTENTS

14 Going Postal
Find out what other PlayStation owners think

22 P.S.X. News
All the PlayStation news that's fit to print, as well as the latest on the newest peripherals

30 P.S.X. Rated
Over 100 of the hottest PlayStation games rated

54 P.S.X. Sports
An inside look at the newest sports games

62 Now Playing
The hottest games on sale now

70 Under Construction
Games that are currently in development

78 P.S.X. Strategy Xtra
A walk-through of Squaresoft's first fighter, Tobal No. 1

88 MK Trilogy Moves Listing
Everything you wanted to know about MK Trilogy, moves, fatalities and more

100 P.S.X. Strategy Xtra
Part 2 of our Legacy of Kain Xtravaganza

110 Tricks of the Trade
Some awesome tricks and cheats to help you become the best PS gamer on your block

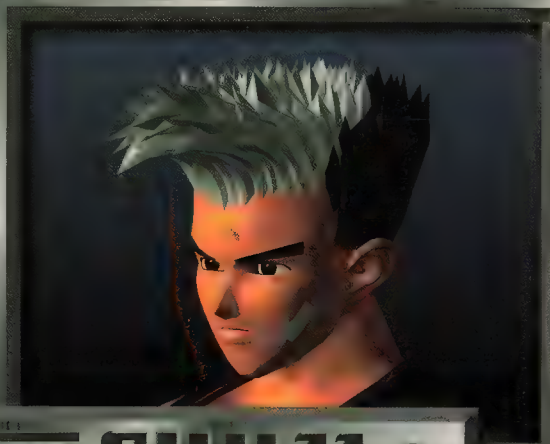
BLACK DAWN

PRESENTING

TOBAL NO.1™

AT THE GALAXY AMPHITHEATER

FIGHT OF THE CENTURY



ILLOGA VS CHUJI

MASTER OF THE HEADLOCK TOSS
WITH HEAVY-DISPLACEMENT FOLLOW THROUGH

DELIVERER OF THE QUASI-LEGAL
TORSO LOCKUP/GROIN-DEVASTATION COMBO

FEI VS EPOM

Ladies and Gentlemen, it's time for Tobal No. 1. A spectacle the likes of which the fighting world has never seen.

Full 360°, 3-D movement that puts you in command of their debilitating moves. Grappling techniques that let you hold an opponent in check before delivering devastation. And for your further entertainment pleasure, we present the Quest Mode. A formidable and unprecedented RPG and fighting game hybrid that will most fully prepare you for clashing with these intergalactic titans.

It all takes place right before your very eyes in Akira Toriyama's internationally acclaimed anime art.

Tobal No. 1. Show time: 8:00: 30.1.27 Standard Earth Time. Admission: 50,000 Molmoran.

FINAL FANTASY VII
Sampler CD
INCLUDED!

MARY VS GREN

★ UNDERCARD MATCH ★

ELEVEN VS HOM

PlayStation

SONY

TEEN

SQUARESOFT

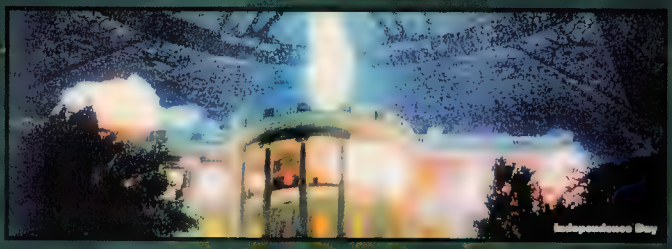
GOING POSTAL

Dear P.S.X.,

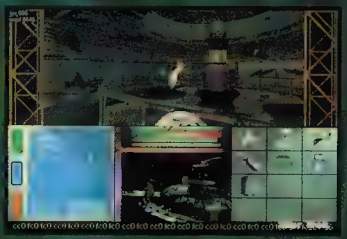
I've been reading about the new Sub-Zero action/adventure game coming for the PlayStation. What can you guys tell me about this game? When is it going to be released?

Dennis Labreche
Cambridge, MA

You've heard right, Sub-Zero will appear in an exclusive PlayStation title sometime in 1997. It's not a fighting game and Williams—now called Midway Home Entertainment—has been keeping all information regarding this title confidential. We do know a couple of things, however. John Tobias is heading up the project for Williams. Ed Boon will be kept busy working on MK4, which is due out in March. Sources are telling us that the Sub-Zero game is entering the final stages of development. Even if it's done, Midway (Williams) will hold this game and release it when it will benefit them. Another thing that we're hearing is that the MK characters could be used in an RPG-type game. That would be hot, and gamers would line up for miles to play this type of game, both here in North America and in Japan.



"There are plenty of games coming out in the first half of 1997. ID4 and Star Trek lead the way."



Dear P.S.X.,

Now that we're through with the Christmas rush of games, what games coming out early in 1997 should we be watching for?

Greg Lehman
Omaha, NE

There are plenty of games getting ready to come out of the gate in the first few months of 1997. Final Fantasy VII is leading the pack. Word on the streets has it that FFVII will be out in March or April, but that's not confirmed. Other good news about Final Fantasy VII comes out of the Sony camp. Sony Computer Entertainment will be helping Square with the marketing of this title. Star Trek Generations is another title that will get some play, and PlayStation users should get ready to take a long, hard look at this game, although you may have to wait awhile for it. Customarily, Spectrum Holobyte takes their time in producing the Star Trek titles and Paramount is very protective of the Star Trek license. We've gotten a sneak peek at this game and it will be outstanding. Just don't hold your breath for it to hit store shelves. We'll keep you posted on when you can expect this title.

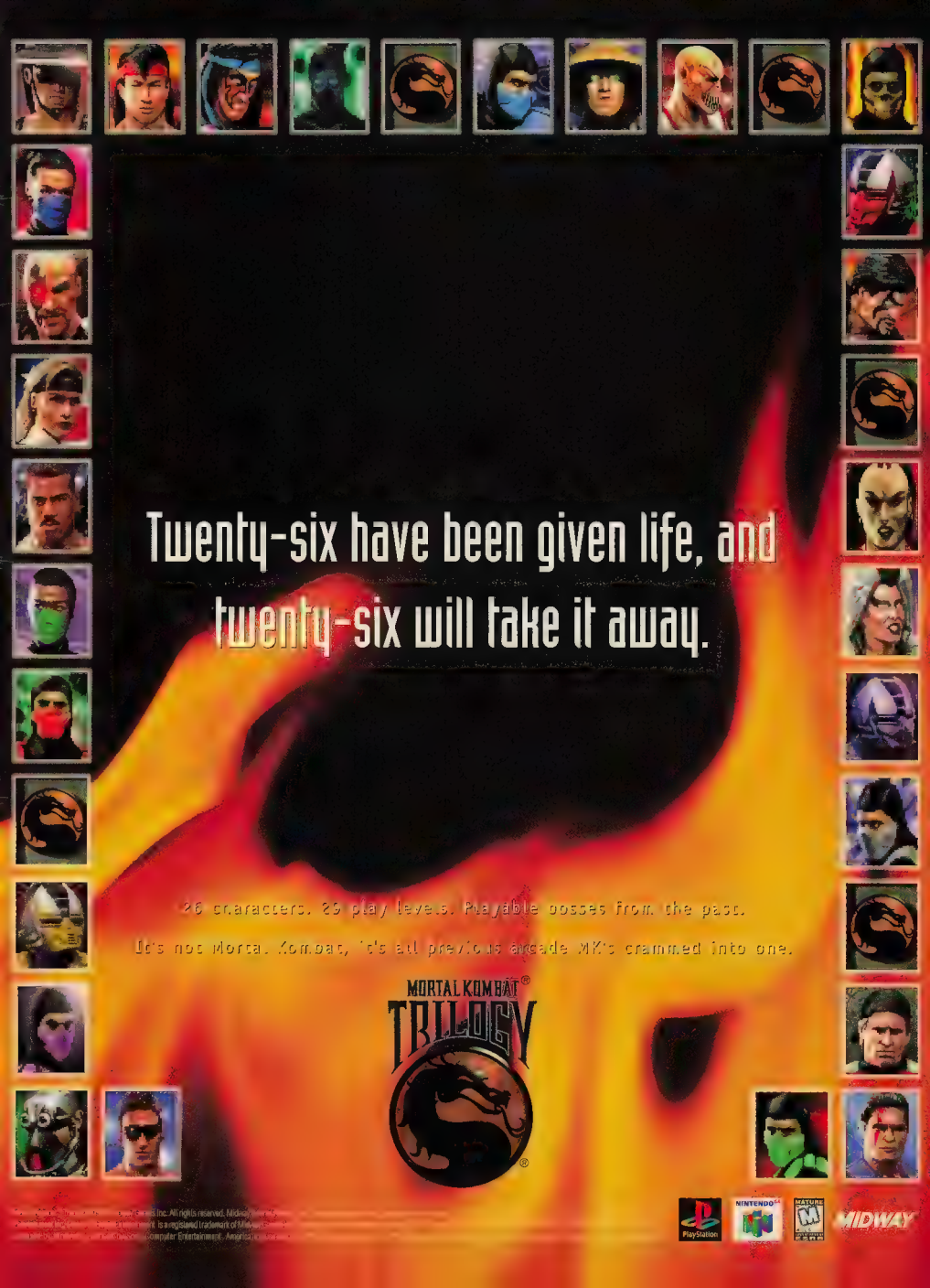
One of the games I can't wait to play is Duke Nukem 3D; that game is awesome on the PC and it looks just as good on the PlayStation. GT also has Quake coming out for the PlayStation. Remember Independence Day*? Well,* ID4 *is being made into a video game by Fox Interactive. The plot of the game follows the movie. This game looks great so far, but we can't wait to get our hands on a finished copy.*

Dear P.S.X.,

I am a big gamer and I already know what games I am getting for Christmas. What I don't know is what I should save my Christmas money to buy next year. What sequels can we expect to see and do you think they will be worthwhile?

Adam Albrecht
Indianapolis, IN

At this point, the only sequels we know about are no-brainers. Of course, Capcom is about to release


Twenty-six have been given life, and
twenty-six will take it away.
26 characters. 25 play levels. Playable bosses from the past.
It's not Mortal Kombat, it's all previous arcade MK's crammed into one.
MORTAL KOMBAT®
TRILOGY
PlayStation
NINTENDO64
MATURE
MIDWAY

Wanna learn anything and everything there is to know about your favorite video game system? Drop us a line: E-mail address: vidcwby@mcs.com

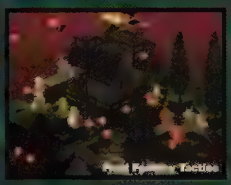
P.S.X.
Going Postal
1920 Highland Ave., #222
Lombard, IL 60148

Resident Evil 2. Then there will be a new Street Fighter Alpha, Street Fighter EX, Street Fighter 3 or whatever it will be called. There will definitely be a new Street Fighter game or two for the PlayStation in 1997. Capcom may even throw a new Mega Man title into the mix. Crystal Dynamics is expected to make a second version of Pandemonium and a Legacy of Kain 2. If 1996 has showed us one thing, it's that sequels are popular and there will be no shortage of them in 1997.

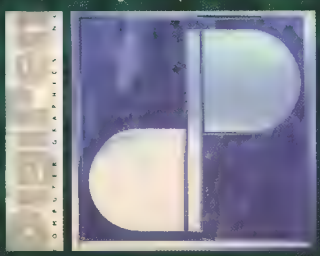
Dear P.S.X.,

A friend of mine told me he read about the Tokyo Game Show in a competing magazine. Why didn't you guys cover the Tokyo Game Show and what is your excuse for keeping us in the dark about this show? I'd love to hear them whatever those excuses may be.
Doug Rosenfeil
New York, NY

Well Doug, we really don't have any excuses. All I can tell you is the truth. Our goal is to keep you and all of our readers in touch with the new and exciting developments regarding the Sony PlayStation. We didn't feel that the goings-on at the Tokyo Toy Show warranted the type of coverage you are talking about. Especially since editors of our sister publication, Electronic Gaming Monthly, attended the show and passed along to us a report on what went on. Very little actually took place there. The most promising PlayStation title was Arc the Lad II, the sequel to the hit Japanese RPG. The game is incredible and has improved graphics. Also, the game is four times as large as the first version. Another RPG that garnered a lot of attention was Wild Arms. Wild Arms may not even come out over here, but it has some incredible 3-D battle scenes like those found in Final Fantasy VII. Another title that was causing quite a stir with the Japanese media was Bushido Blade from Square. This game lets you fight using swords, rather than seeing your life decrease when you get hit. The main reason we didn't go into too much detail about any of these titles is that they won't be out over here for quite some time and the pages we had we wanted to dedicate to news, strategies and tricks on titles that you will be able to play now, not in six to eight months.



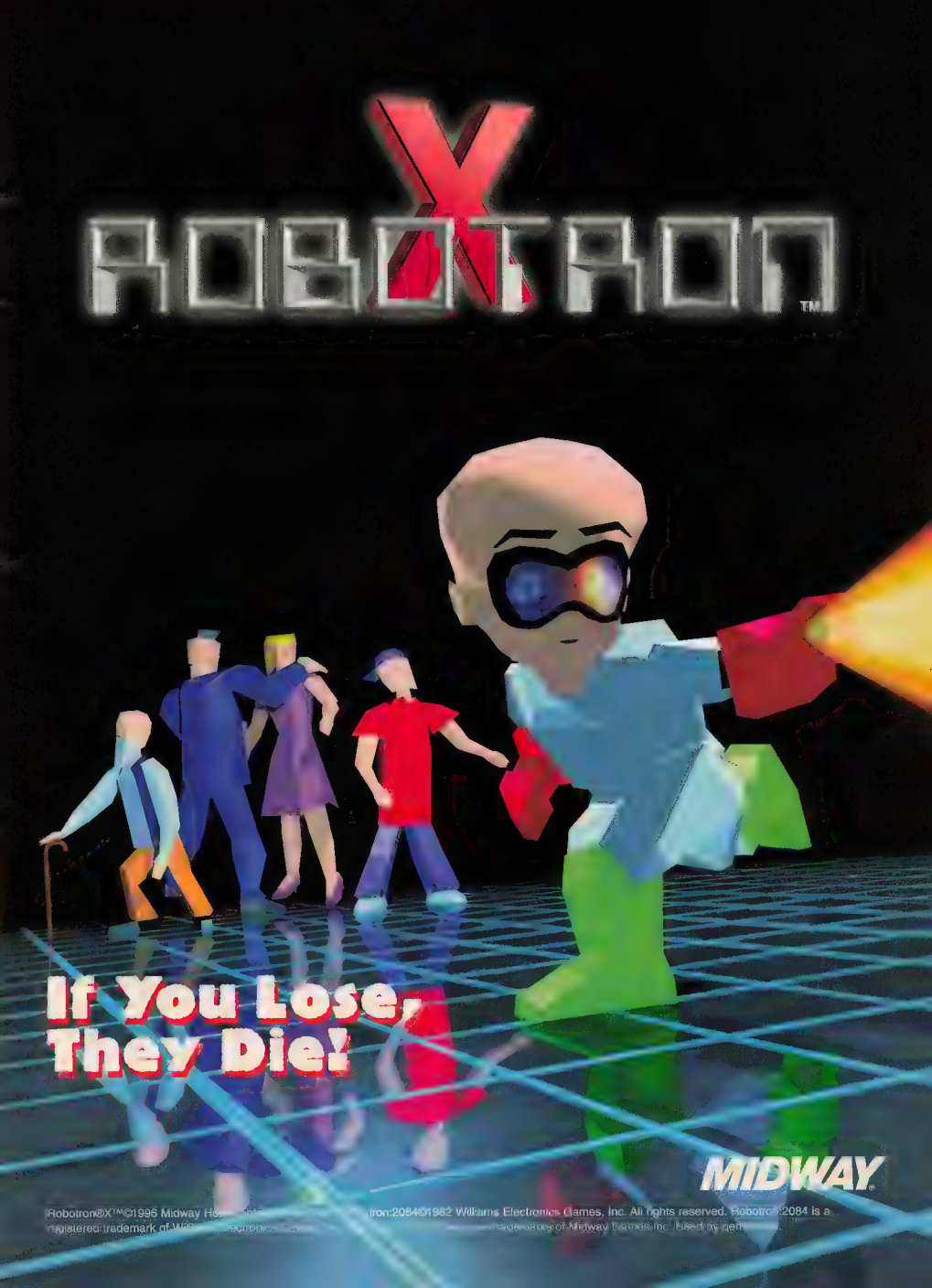
"Arc the Lad 2, Bushido Blade and Final Fantasy Tactics will be coming to the U.S. this year."



Dear P.S.X.,

I am a huge video game fanatic and I have owned every gaming system to date. I am trying to decide on a career path. I want to learn how to program and make video games. Can you tell me any universities or colleges that offer courses?
John Wilson
Minneapolis, MN

Living in Minnesota, you probably own a good pair of winter boots and a good winter coat. To that end, you will be well prepared to head up to Canada to the first and only video game school in Vancouver British Columbia. A second facility is opening in Seattle, Wash., in September of 1997. The DigiPen Institute of Technology offers a variety of gaming-related courses. The DigiPen school is partially funded by Nintendo of America. Tuition will cost you over $10,000 a year. For more information about the school and how to apply, you can check out DigiPen's Web site at http://digipen.com/ or you can send e-mail to jchu@digipen.com. Who knows, maybe one day one of the games you make will grace the cover of P.S.X. Good Luck!

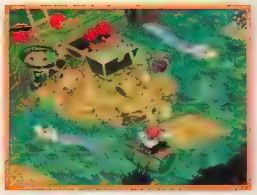


Robotron®X™©1996 Midway Ho... registered trademark of Wil... tron:2084©1982 Williams Electronics Games, Inc. All rights reserved. Robotron:2084 is a ... trademark of Midway Games Inc. Used by perm...

HE'S FLIRTING

WITH DISASTER!

SPOT GOES TO HOLLYWOOD



Pirates, piranhas, monsters and mutants. SPOT's somehow managed to land himself in a world made of movies. Even his agent can't help him now. Can you? In the movie-spoof worlds of classic blockbusters, westerns, Kung Fu, UFO's and a whole bunch more, the player's job is simple: keep SPOT alive long enough for him to "do" lunch. Not become lunch.

- Over 20 levels of arcade-style action and puzzle gameplay
- 20 minutes of integrated cinematics
- Rich, vibrant graphics with isometric viewpoint and 3-D rendered worlds
- CD-quality sound

Virgin INTERACTIVE entertainment

Burst

PlayStation

SEGA SATURN

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

Visit our web site at www.vie.com

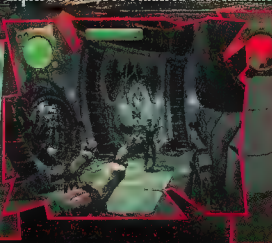
©1996 Virgin Interactive Entertainment, Inc. All rights reserved. The SPOT character is a registered trademark of Dr Pepper/Cadbury North America, Inc.
Virgin is a registered trademark of Virgin Enterprises, Ltd. Burst is a trademark of Virgin Interactive Entertainment, Inc. All other trademarks are the property of their respective owners

THE ULTIMATE BATTLE IS THE ONE YOU FIGHT ALONE...

4 lethal alien attackers can gang up on you, using FIRST and ONLY Behavioral Artificial Intelligence.

Take on 20 merciless alien species with over 100 martial arts moves.

Explore over 1,300 rendered environments across five hostile worlds.



"Fist Mission" is a trademark of American Softworks Corporation. "ASC Games" is a trademark of American Softworks Corporation. Developed by Gray Matter. "Head Gamer" is used by permission. ©1996 AVC Limited Partnership. © 1996 American Softworks Corporation. PlayStation and

PERFECT WEAPON™

"[illegible] may very well end up as one of the most unique and exciting products to hit the PlayStation this year!"
Greg Off, Editor-in-Chief, PS Extreme

"I have reviewed over 1,000 games and have never seen anything like Perfect Weapon."
Lawrence Neves, Senior Editor Game Pro

"...one of the first *true* 3D fighting games."
Next Generation

A new dimension in gaming...

Camera angles move as fast as you do.

head games

ASC GAMES®

http://www.ascgames.com

WINDOWS® 95

TEEN T CONTENT RATED BY ESRB

PC-CD-ROM INTERACTIVE

PlayStation

PlayStation logos are trademarks of Sony Computer Entertainment Inc. All rights reserved.

by Nelson Taruc

Here Comes FF7 Demo CD!

Has Sony Dropped PS Net Access?

Sony's New Web Surfer Dims Gamers' Hopes for PlayStation Add-On

To Net or not to Net, that is the question facing next-generation systems such as the Sony PlayStation. Namely, what role should the Internet play with next-generation gaming?

Of the three gaming giants, only Sega has answered that question, coming out with an add-on modem that gives users access to both the Internet (meaning Web surfing, e-mail and chats) and to networked video games.

Meanwhile, Sony has yet to answer that question, other than to point out that the PlayStation first and foremost is a dedicated gaming machine. So, trying anything else with it just doesn't fit in with the PlayStation's grand design.

As the days go by, it seems less and less likely that Sony will pursue any type of online option for the PS—at this point in time anyway.

First off, Sony Electronics has come out with two products this year: a Sony PC line (shown in an earlier issue of *P.S.X.*) and more recently, a $350 Web surfing machine that hooks up to the TV (see sidebar). Both products offer Internet access that surpasses anything the PlayStation, with its specialized processors, would be able to provide at a cheap price. Furthermore, it appears that Sony's target audience for Web browsers are families who want to get online, not video game players who may already have a computer at home.

As a result, it doesn't seem likely that Sony would come up with a Web surfing PS product that would essentially compete against its other products—that's just not smart business.

The other side of the Internet coin, of

(Continued on Page 24)

Why PS Needs the Net...

Here's some reasons why the PlayStation is missing out because of a lack of Internet access (at this point in time, anyway):

- **Networked Gaming:** Its 32-Bit competitor plans to have head-to-head games that are played over phone lines. Sony's PS Link Cable just can't compete with that.
- **Links to Online:** A growing trend in PC gaming are titles that offer links to online sites, which is a great way for getting online updates, for instance. Future video games could apply this feature as well.

...And Why PS Doesn't

- **Not the Right Tool:** As some Sony officials have pointed out, the PlayStation is a pure gaming machine, and adding anything else would be pointless. After all, you wouldn't row a boat with a steering wheel, so why would you surf the Net with a console?
- **Not Necessary:** Sony leads the 32-Bit race because of quality titles. A Net browser would give the PS no marketing advantage.

Does the appearance of Sony's WebTV Internet Terminal mean no PlayStation Web browser? In all likelihood, yes. Still, it doesn't prevent Sony from pursuing networked PS gaming possibilities.

WipeOut XL CD Gets Into the Mix

Psygnosis is pumping up the volume by releasing a special audio CD with music based on the WipeOut XL game.

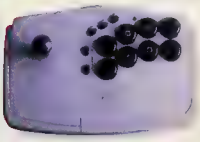
Astral Works is putting out the CD, which features groups such as the Chemical Brothers and Future Sound of London, plus other groups (including Psygnosis' in-house studio) that made music for the game. The audio CD should be available in stores now.

This is the second audio CD based on the WipeOut series; the first also featured music based on the original title. ●

Peripherals in Progress

The bottom line: Besides turbo button and slow-motion features, this pad offers freedom from cords. It also has a larger, raised D-pad. The company says the controller can last up to 40 hours on just a pair of AAA batteries; there's an automatic shutoff switch to help conserve energy. Its effective range is between 15-35 feet.

Naki's Wireless Pro Controller • $42.99



The bottom line: This joystick offers the same gameplay and wireless features as the above controller, but comes in a different housing. The eight-button layout is flanked by the turbo and slow-motion switches. This controller can run for up to 40 hours on four AA batteries.

Naki's Wireless Joystick • $59.99

The bottom line: Dubbed the "Game Max" in the European market, this widescreen stereo TV is a variant of one sold in Japan for a while. The pictures are shown in a 16:9 ratio, which boosts color and detail, making it perfect for video games. Sony has not said if a version of this TV will head to the U.S.

KV-16WS1 Widescreen Sony TV • $N/A

REAL RACE CAR DRIVERS DON'T USE JOYSTICKS...NEITHER SHOULD YOU!

Racing with a joystick...is like trying to win a Formula 1 race with a flat tire!...Grab hold of the most professional and affordably priced racing wheel in the world. Let the Per4mer™ Turbo Wheel take you to the finish line of Grand Prix, NASCAR and the Indy 500. Experience the racing sensation of real race car drivers by accelerating and braking with the accuracy of Platinum Sound™ foot pedals. This will give you the ultimate driving experience...*Virtual racing from the #1 Per4mer™ in the industry.*

The Per4mer™ is compatible with all racing software and is available for every gaming platform: Sega, IBM PC, Nintendo SNES, Nintendo 64 and the Sony PlayStation.

PLATINUM SOUND
Multi Media Products

AVAILABLE AT: BEST BUY, COMP USA, SOFTWARE ETC, BABBAGES, EGGHEAD SOFTWARE, SUN TV & APPLIANCES, ELECTRONIC BOUTIQUE, KAY BEE TOYS AND OTHER LEADING RETAILERS.

For more information call 1-800-408-4084

WEB SITE - http://www.platinumsound.com

Has Sony Dropped PS Net Access?

(Continued on Page 22)

course, is networked gaming. Sony first explored the possibilities of head-to-head gaming via the Link Cable. The main problem is, gamers must have two systems and two TVs available in close proximity to one another.

The hassle of setting all that up seems too much for gamers to bear—which is why many developers, despite pressure from Sony, have given up on offering a Link Cable feature.

Despite the Link Cable's lukewarm response, it would be wrong to assume Sony won't try networked PS gaming in the future.

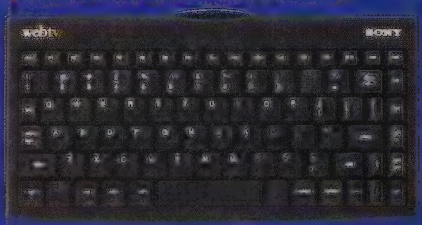
After all, the company recently appointed Phil Harrison vice president at Sony Computer Entertainment America of third-party relations and research and development.

Known as the founder of Sony Computer's European operations, Harrison will be in charge of researching and developing new technologies for the PS—which of course includes networked gaming.

To what extent Sony pursues that technology may depend, ironically enough, on whether Sega succeeds with its network gaming plans. In essence, Sega wants to make as many of its future 32-Bit multiplayer titles network-ready. Not only will players across the country get to compete against each other via phone lines, but they'll get the opportunity to "talk" to each other during games through instantaneous e-mail messages. Sega hopes this will be its trump card in the next-gen wars.

Should that "social gaming" concept catch on, it would certainly put more pressure on Sony to examine its options. We'll just have to wait to find out. ●

All About Sony's Internet Terminal...



Features

- 33.6 Kbps, V.34bis modem automatically connects to local WebTV access provider
- WebTV browser compatible with HTTP, MIME, HTML 3.0
- Also compatible with Netscape and Explorer 3.0 extensions
- Has memory for up to five different users: e-mail addresses, bookmarks and passwords
- Smart card slot paves way for future credit cards that offer banking, shopping transactions over the Internet
- LED light blinks when unread mail is present
- Works with call waiting

Peripherals

- **Sony Wireless Keyboard:** (above) With this optional device, you can easily type e-mail or Web sites.
- **Remote:** (left) It comes with the terminal; it has buttons for both TV and Web page navigation.
- **Future Add-Ons:** The terminal has a port for a color printer or possibly a disk drive.

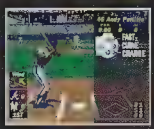
Sony Sports Titles Make the Call...

The mark of a truly realistic sports game is how well it can predict what happens in real life. That's why the top sports software houses have used their games to predict the winners of the World Series, the Super Bowl, the NBA Finals and so on.

Now that Sony Interactive has effectively joined the ranks of sporting's elite, it has put games such as MLB Pennant Race and NCAA GameBreaker to the test, predicting the winners of the World Series and key football games. So how did the two games perform? *P.S.X.* takes a lighthearted comparison between video games and real-life sports...

MLB Pennant Race

Sony batted a steady .500 with a simulation of Game One and Two of the 1996 World Series:



1996 WS Game One: Braves vs. Yankees

- **What Happened...:** New York's Andy Pettitte edged John Smoltz for a 2-1 win.
- **...and What Really Happened:** Whoops. I'm sure Yankees manager Joe Torre would've traded the video game Pettitte for the real thing in Game One. The Braves lit up Pettitte in a 12-1 mauling—the worst defeat ever for New York in a World Series game.

1996 WS Game Two: Braves vs. Yankees

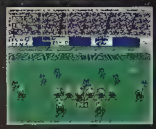
- **What Happened...:** Atlanta's Denny Neagle was on fire, holding the Yankees to eight scoreless innings in a 5-2 victory.
- **...and What Really Happened:** Well, it was Greg Maddux, not Neagle on the mound, but the result was the same: Maddux was on fire, holding the Yankees to eight scoreless innings in a 4-0 victory.

NCAA Football GameBreaker

Given college football's wacky surprises, Sony fared as well as any TV sports analyst could.

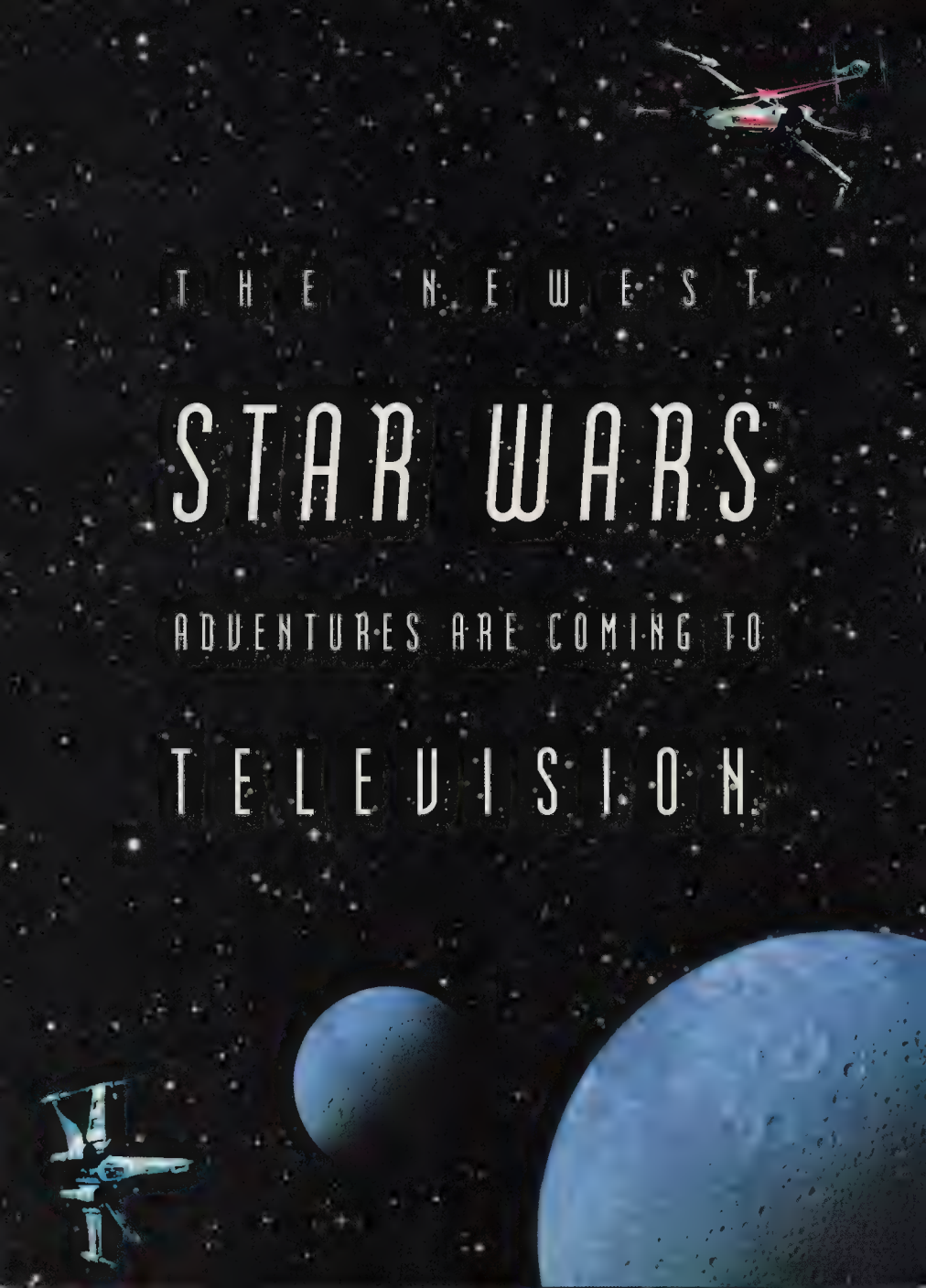
Miami vs. Florida State:

- **What Happened...:** Sony predicted an upset with this cross-state rivalry, with the 'Canes edging Florida State 24-21 on a last-second field goal.
- **...and What Really Happened:** Oops. Miami could've used about six or seven of those field goals because they lost 34-16. FSU scored a defensive TD off a turnover, a play that actually occurred in Sony's simulation!



Nebraska vs. Kansas St.:

- **What Happened...:** The Huskers put KSU on ice, winning 49-21 thanks to outstanding second-half defense.
- **...and What Really Happened:** Considering Nebraska hasn't lost to the Wildcats for the past 28 years, Sony wasn't exactly going out on a limb with this prediction, which held true. Just as in Sony's simulation, the Husker defense played like a long, tall brick wall.


THE NEWEST
STAR WARS
ADVENTURES ARE COMING TO
TELEVISION

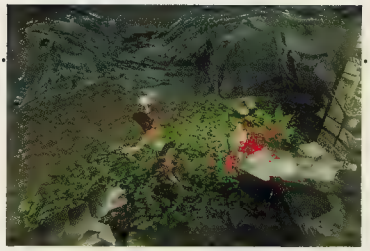
AND YOU CAN FIND THEM ON THIS STATION.

http://www.lucasarts.com

Drop that remote. Two action-packed *Star Wars* games have arrived - specially enhanced for the PlayStation™ game console. Dark Forces™ surrounds you with its visceral brand of first-person firepower, while Rebel Assault II: The Hidden Empire™ launches its perfect combination of live-action video and intense space combat. Two thrilling *Star Wars* experiences - both designed to take maximum advantage of the power found in Sony's stellar game system. Who said there's nothing good on TV?

™ and © 1996 Lucasfilm Ltd. All Rights Reserved. Used under authorization. The LucasArts Logo is a registered trademark of Lucasfilm Entertainment Company. JEDI KNIGHT is a trademark of Lucasfilm Entertainment Company.
PlayStation and PS Marked to S-3605 Only. Sony is a trademark of Sony Corporation. The PlayStation logo and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

GO WHERE NO MAN HAS EVER COME OUT ALIVE. NOTICE WE SAID "MAN."



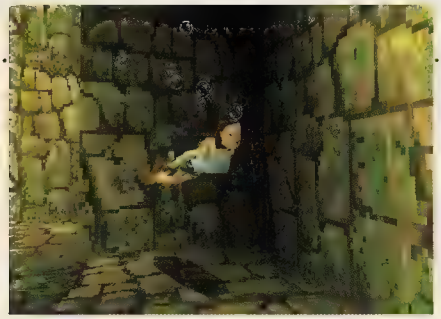
IF THE GAME GRAPHICS DON'T BLOW YOU AWAY, ONE OF THESE WILL.

SOMETIMES, HAVING A

TREASURE SEEKING PUZZLE SOLVING, ALLIGATOR WRESTLING, AND STILL TIME FOR A FIGHT

Sometimes, you also need guts. Or a brain. Or quick feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate when you control Lara Croft, heroine heartthrob of Tomb Raider.

EIDOS INTERACTIVE, CORE, TOMB RAIDER, LARA CROFT AND HER LIKENESS ARE TRADEMARKS OF EIDOS, PLC. ©1996 EIDOS



NOTHING LIKE A LITTLE SWIM BEFORE FENDING OFF A PACK OF WOLVES

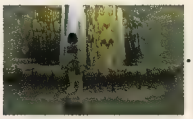
KILLER BODY

JUST ISN'T ENOUGH.

NOT EVERYONE SEES A BRIGHT LIGHT JUST BEFORE DYING (LUCKY STIFFS)

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at **www.tombraider.com.**

EIDOS INTERACTIVE



TOMB RAIDER™

P.S.X. RATED

MACHINEHEAD

JOE

87

First of all, I want to say that I'm getting kind of tired of first-person shooters. That said, I have to admit that this is one of the best. Rather than the old formula of walking and shooting, Machinehead puts your main character—a woman, I'd like to add—in a heavily armed rolling vehicle. Your mission is to go through a number of areas on a post-apocalypse Earth, in order to exterminate a mechanical virus that has taken over the planet. It seems that these tiny robots have taken over every form of organic life, turning Earth into a wasteland. Your character, who is a scientist and one of the few people to survive the "Machinehead" virus, has been placed into a nuclear vehicle by her insane partner and ordered out to detonate the breeding grounds of the tiny beasts. One of the most interesting aspects of this game is its great control. The vehicle is extremely maneuverable, with the ability to turn on a dime, switch directions easily and aim up and down. The levels, too, are rather unconventional, with a number of different areas including hills, buildings and bodies of water. In addition, much of the game is set outdoors, which is a nice departure from the tired corridor formula.

The unusual enemies and interesting missions score points for this game. An unusual premise and story line make things even more interesting. The only major complaint I had was the fact that the rolling, pitching viewpoint made me feel a little ill. Other than that, this is a solid corridor shooter that should give those tired of playing Doom a new challenge. ●

"ONE OF THE INTERESTING ASPECTS OF THE GAME IS GREAT CONTROL."

COUNTERPOINT

TODD MOWATT

80

First-person shooters are getting a little tiresome and there seems to be no shortage of them. Despite this fact, I really enjoyed playing Machinehead. The large levels and hip soundtrack really drew me into this game. The enemies are very comical and unusual. Their comical death wails are reason enough to play on to the later levels. This game scored big points with me for the interesting levels, which have a bizarre, other-worldly quality. The control is another reason why I enjoyed Machinehead. Unlike many shooters, you can switch directions with ease.

GARY MOLLOHAN

83

Machinehead has a lot going for it, but I didn't like the game quite as much as Joe did. The campy cinemas helped establish the tone of the game, and the techno soundtrack had my foot tapping. The comical enemies in Machinehead have lots of personality and attack in challenging ways. I particularly like the Alien-like face huggers. The large levels have a surreal quality and many background elements you can destroy; however, the terrain is scarred with deep, narrow trenches that are unnecessarily difficult to navigate. Also, confusing mission objectives add to the frustration.

CURRENT FAVORITES

TODD'S: NHL FACEOFF '97 • TOMB RAIDER • DESTRUCTION DERBY 2
DINDO'S: MADDEN NFL 97 • DESTRUCTION DERBY 2 • WIPEOUT XL
JOE'S: PUZZLE FIGHTER • TOMB RAIDER • TEKKEN 2

NHL FACEOFF '97

TODD 93

Sony Interactive Studios has the biscuit in the basket. Last year it went for looks instead of gameplay. NHL FaceOff '97 isn't the best-looking game on the market, but it's the best-playing game, and it simulates the way the game of hockey is played. Even the fighting is incredible. You can throw uppercuts, jabs and can unleash a variety of other punches on your opponent. So if you are losing the game, you can still hand your opponent his lunch in a good old-fashioned donnybrook. In last year's NHL FaceOff, the puck physics were suspect. This year the puck physics are incredible, and you know how you scored instead of the puck just rolling into the net for no apparent reason and the red light going on. The most innovative feature of this game is its awesome passing interface. In other hockey titles, passing is done by aiming the puck in any given direction and hoping the puck goes where you want it to and it is more often than not intercepted. Sony has simplified the passing game. The player with the puck can call up the icons of the other players moving down the ice. The same symbols that are on the PlayStation controller appear underneath the players, allowing you to make more accurate passes.

This game also has trades, the ability to sign free agents and tons of team and player stats in a number of different categories. We even simulated the entire NHL season and the New York Rangers won Lord Stanley's cup. Sony bulges the twine big-time and they are in the running for this year's Stanley Cup of gaming. ●

"SONY IS IN THE RUNNING FOR THIS YEAR'S STANLEY CUP OF GAMING."

COUNTERPOINT

DINDO PEREZ

96

Despite not having the best graphics for a hockey game, NHL FaceOff pumps out the best gameplay and delivers a realistic hockey simulation. The new assortment of features like the icon passing is a sports player's dream come true. Realistic offensive and defensive formations and plays offer more in-depth realism than any other hockey game I've seen. The fighting sequence is something to behold; not only do you have simple punches, but you have a variety of moves to use on the other players. FaceOff '97 may not have the eye candy, but a lot of detail in other areas make this game stand out.

NELSON TARUC

85

While NHL FaceOff's innumerable features easily give this game a solid rating, I didn't warm up to this title as much as Dindo and Todd did. After playing NHL Powerplay '96, I've used that game as a visual benchmark for other hockey titles. FaceOff has great effects, such as ice reflections and checking animation, but the rotoscoped sprites just don't compare. Still, looks aren't everything: As far as gameplay goes, this game comes out as strong as its predecessor. One feature that floored me was the fighting. After all, if brawling occurs in real hockey games, why shouldn't it happen in a video game?

Destruction Derby™ 2 is the perfect combo of balls-to-the-wall racing and 3D wreckage. Seven new tracks are longer, wider, faster, plus four destruction bowls. Cars roll, cars flip, cars fly off the track. There's more deadly debris to deal with - tires, doors, hoods get jettisoned and serve as incoming missiles. There's all new fire, new explosions, and improved suspensions for more realistic handling. Destruction Derby 2. Designed exclusively for the true connoisseur of crash.

PSYGNOSIS

www.psygnosis.com

PlayStation™

KIDS TO ADULTS
T
K-A
CONTENT RATED BY
ESRB

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. © 1998 Psygnosis Ltd. All rights reserved. Destruction Derby™ 2 and Psygnosis and the Psygnosis logo are trademarks of Psygnosis Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.

P.S.X. RATED

TOMB RAIDER

GARY

95

Tomb Raider is one of several "must-buys" of the holiday season. Its huge nonlinear levels, awesome character animation and gripping soundtrack give the game a cinematic feel and make Tomb Raider an instant classic.

Lara, Tomb Raider's heroine, is animated extremely fluidly, and players must take time to master her many movements, which include rolls, flips and jumps. Lara also has the ability to swim, to push or pull heavy objects and to pull herself up ledges, making her one of the most lifelike characters in gaming history.

Players view Lara's movements from a floating, overhead "camera." Generally, this camera flows quite smoothly, but at times it can be frustratingly slow to follow Lara's actions and occasionally presents bizarre angles. This is particularly aggravating during battles, when Lara must change direction quickly to avoid her pursuers. One saving grace about Tomb Raider is that Lara automatically targets enemies, making shooting them a breeze. In Resident Evil, another 3-D adventure game for the PlayStation, players often wasted ammo by blasting away without being properly aligned with the target.

Another minor complaint I have with Tomb Raider concerns its control, which can be a little touchy. Letting up only slightly on the directional abruptly stops Lara in her tracks, making jumps even more treacherous. This fact virtually screams the need for a good analog controller for the PlayStation, which would remedy the situation. (Are we listening, Sony?) ●

"THIS GAME IS A MUST-BUY FOR FANS OF THE SONY PLAYSTATION."

COUNTERPOINT

JOE RYBICKI

97

This game is one of the best I've seen for the PlayStation yet. The huge levels really give the feeling of exploring. Nothing beats running into a room so gigantic you can't even see the other side! My biggest complaint lies in the fact that the camera is positioned directly behind Lara, and this means that when she turns, the camera must swing to follow her. This is pretty sluggish, though, which means that players will often overcompensate on turns. It's a small complaint, though; I loved just about everything else in this game. Buy this game at all costs. You won't regret it.

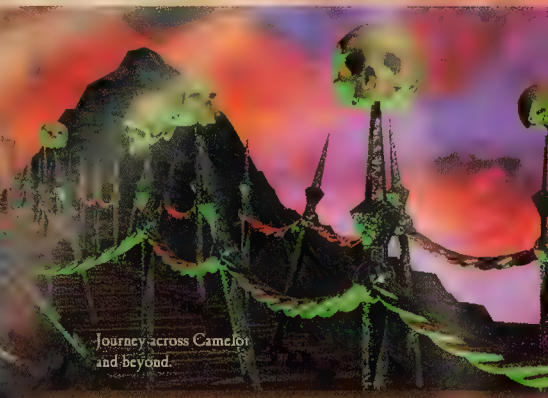
TODD MOWATT

95

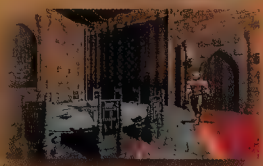
This game is a must-buy for fans of the Sony PlayStation. The levels are humongous and are very detailed. One of my biggest complaints with this game is the lack of camera angles. Another minor problem lies in the control. When you are maneuvering Lara, she will stop short if you let up when she is running. The music and the sound effects in Tomb Raider are also very well done. Apart from those two minor flaws that I have outlined, this game is a work of art. This game will go down in gaming history as a classic. If you don't want to miss out, play this game!

CHRONICLES OF THE SWORD

TO SERVE KING ARTHUR. TO BATTLE EVIL. TO RISK ALL FOR THE HONOR OF CAMELOT.



King Arthur's Order of the Round Table is threatened. The King's half sister, the evil sorceress Morgana, has vowed to destroy Camelot and all that Arthur has created.



PlayStation

MATURE M AGES 17+

PSYGNOSIS

JOIN THE QUEST.

P.S.X. RATED

MLB Pennant Race

TODD

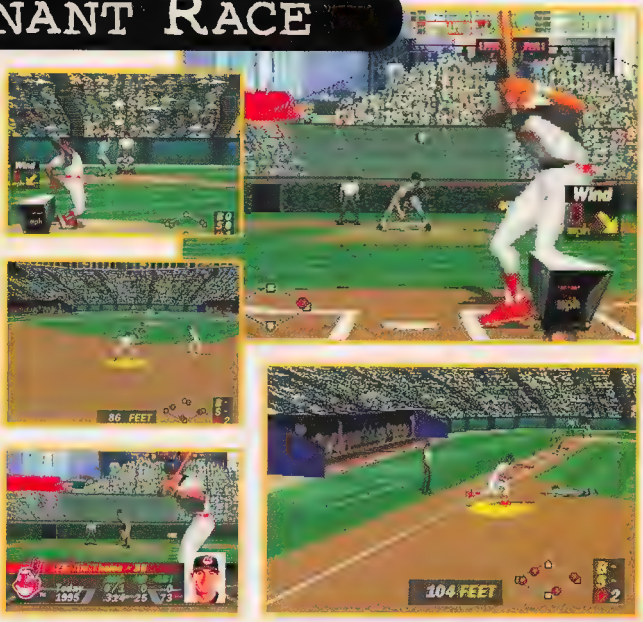
85

From the crack of the bat to the sound of an outfielder making a diving catch, Sony has struck out the side with the bases loaded in the bottom of the ninth to win the gaming pennant. This game was a long time coming, and that was very distracting as we kept wanting this game to step up to the gaming plate. When it did, we weren't disappointed. Unlike other baseball titles, you can hit triples, doubles and homers in a pace that befits the actual game of baseball.

When I first played this game I didn't appreciate the many fine features that are packed in it. Players like Chipper Jones, John Smoltz, Greg Maddux, Albert Belle and Roberto Alomar's real attributes have been translated into the game using statistics provided by STATS, Inc. You won't get a real feel for this game by playing it for one or two hours. You have to stick with it, and you will realize after six to 10 games that Pennant Race has a lot to offer both casual baseball fans and die-hard fanatics.

All 28 Major League stadiums have been included in the game, and they are highly detailed. The graphics are crisp, although they are little bit too cartoony for my liking. The pitching interface, although not too unique, is very well done and adds a lot to the enjoyment of this game.

There are a ton of statistical features, and the game has head-first slides, a feature not seen in many other baseball games. As one of the best baseball games of the year, it should have come out when gamers were stoked for baseball instead of being interested in football. ●



"THE OVERALL LOOK AND FEEL OF PENNANT RACE IMPRESSED ME."

COUNTERPOINT

DAVE MALEC

86

Although I don't normally get into baseball games, the overall look and feel of Pennant Race impressed me. The controls were straightforward, which made it easy to get into. Decent gameplay is complemented by intense stat tracking that gives it the realistic feel that baseball fans enjoy. Creating your own player is one of the better features of the game, allowing you to customize right down to the number and throwing arm. The sound seemed to be choppy, leaving noticeable pauses in the announcer's play-by-play. This is a small flaw to overlook in an otherwise strong game.

NELSON TARUC

85

Sony's premiere baseball title plays like a star rookie: Despite tons of raw talent and potential, it still needs some polish. The game had several gameplay flaws that just left me scratching my head, the worst being routine grounders that wound up as infield hits—even when the hitter isn't a speed demon. Plus, the pace was too slow for my liking; the announcer and pop-up screens bogged down the action. Unlike Todd, I thought the pitching interface proved innovative and far more realistic: Pitchers should get to aim their pitches, but not move them "magically" in midflight.

THUNDER THROUGH THE NEON-LIT METROPOLIS IN STYLE, DRIVING YOUR CUSTOMIZED, LOW-FLYING, ASPHALT-GRINDING, FUEL-INJECTED SPEED DEMON...

KIDS TO ADULTS
CONTENT RATED BY ESRB

PlayStation

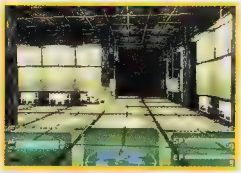
JALECO

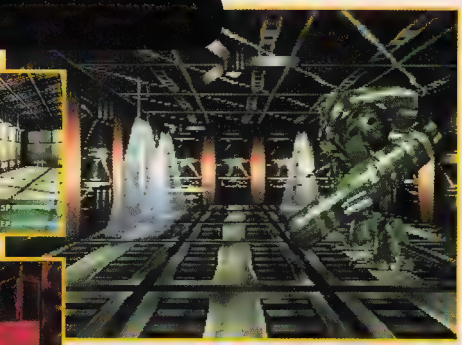
P.S.X. RATED

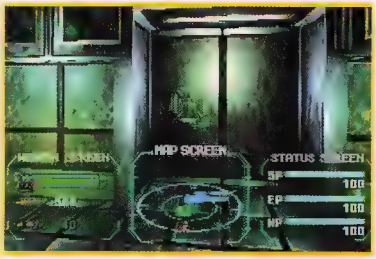
EPIDEMIC

JOE

70







Yee-hah, another 3-D corridor shooting game. (Yawn.) This game has some interesting features, but it was very difficult to get into. The rotating automap was a helpful feature, but it was poorly implemented and rather difficult to read. The weapons lacked power, appearing thin and weak. The corridors were uninspired, mostly consisting of monotonous gunmetal grey walls and the occasional computer terminal.

I did like the fact that players could get information about the game by accessing terminals in the building. It seems like this game also followed some other games' leads by including solid plot and mission elements. A nicely illustrated full-motion animation intro set the stage, although the horrible (can you say "Resident Evil"?) voice acting and nonexistent lip-synching definitely detracted from the effect. The story picks up from where Kileak left off, including some plot elements that were developed in the previous game, but I got the feeling that the plot came secondary to the idea of a corridor shooter.

One interesting aspect is the fact that instead of running, the player's mech hunkers down and rolls along the ground, making it possible to speed through the corridors—giving the game the feel of some sort of mech racing game. But even then, the controls were sluggish, which brought the excitement level down a notch.

I got the impression that this was a sequel to a first-generation game—as opposed to a true second-generation title. I think they could have done a lot more with it. Rent it before you buy. ●

"MANEUVERING A MECH...REALLY GETS THE BLOOD PUMPING."

COUNTERPOINT

GARY MOLLOHAN

75

Was there really a need for a Kileak sequel? Kileak may have sold reasonably well, but this was probably due to the fact it was the first corridor game available for the PlayStation. The game does have smooth-scrolling levels and nice heads-up displays, but Epidemic offers little innovation in terms of gameplay. The designers should have added the ability to damage the rooms or to blow holes in walls. As in the first title, Epidemic's enemies lack personality. However, I did like the way plot information was dispensed via computer terminals found throughout the game.

DAVE MALEC

72

The idea of maneuvering a mech through hostile territory really gets the blood pumping—if only they could have executed it a little better. Epidemic is an improvement upon Kileak, but still seems to be missing something. I realize that not every first-person game out there needs to be like Doom, but the lack of enemies and relatively boring levels made playing a little dull. The slow pace of the game left me feeling disappointed after finally reaching your objective. Epidemic just lacks the intensity that I've come to enjoy in this style of game. This is not a bad game, but it could've been better.

Think you're ready for the NBA? Now's your chance with NBA Hang Time. It's a 2-on-2 non-stop, all-out hoopfest with the hottest names in the league. Choose from over 150 of the NBA's best including Hill, Miller, Malone and Johnson. Or use the Create A Player option to play as yourself (slightly improved, of course). Give yourself dangerous moves like monster jams, perfect three's, or laser-guided passes even Starks or Drexler would envy. So go on. Go head to head with the pros. And show them what your vertical's made of.

NBA ON NBC

NBA HANG TIME

MIDWAY

IT'S GAME TIME.

P.S.X. RATED

DESTRUCTION DERBY 2

GARY

93

This one had me hooked from the first moment I picked up the controller. Destruction Derby 2's new tracks and crash animations are simply too much for any racing fan to resist.

The original DD had awesome animation and unprecedented car physics, but narrow and repetitive tracks somewhat detracted from the fun. These factors have been completely remedied for Destruction Derby 2. Tracks are now wider, allowing much greater maneuverability and strategy. They also have banked turns, bottlenecks, speed bumps and truly insane jumps. DD 2's tracks are located in distinctive locales, including county fairgrounds, Southwestern deserts and bleak industrial yards. The game's circular destruction derby tracks also have been improved. They now have either a large central hill or pit, which players can utilize to achieve greater kill velocity.

Cars now spin, roll and pinwheel end over end, spewing parts, smoke and fire into the air. DD's graphics are so cool they will have your friends who insist they don't like video games scrambling to pick up a controller.

I only have two minor complaints with DD2. First, the game has an almost insane level of difficulty. Like any good rollercoaster ride, players should simply strap in and hope for the best. Second, destruction derbies often become tedious as the crippled remaining cars limp toward one another. The designers could have included a stalemate feature that gives players the option of quitting when cars can no longer reach each other. ●

"THIS GAME HAD ME HOOKED FROM THE MOMENT I PICKED UP THE CONTROLLER."

COUNTERPOINT

NELSON TARUC

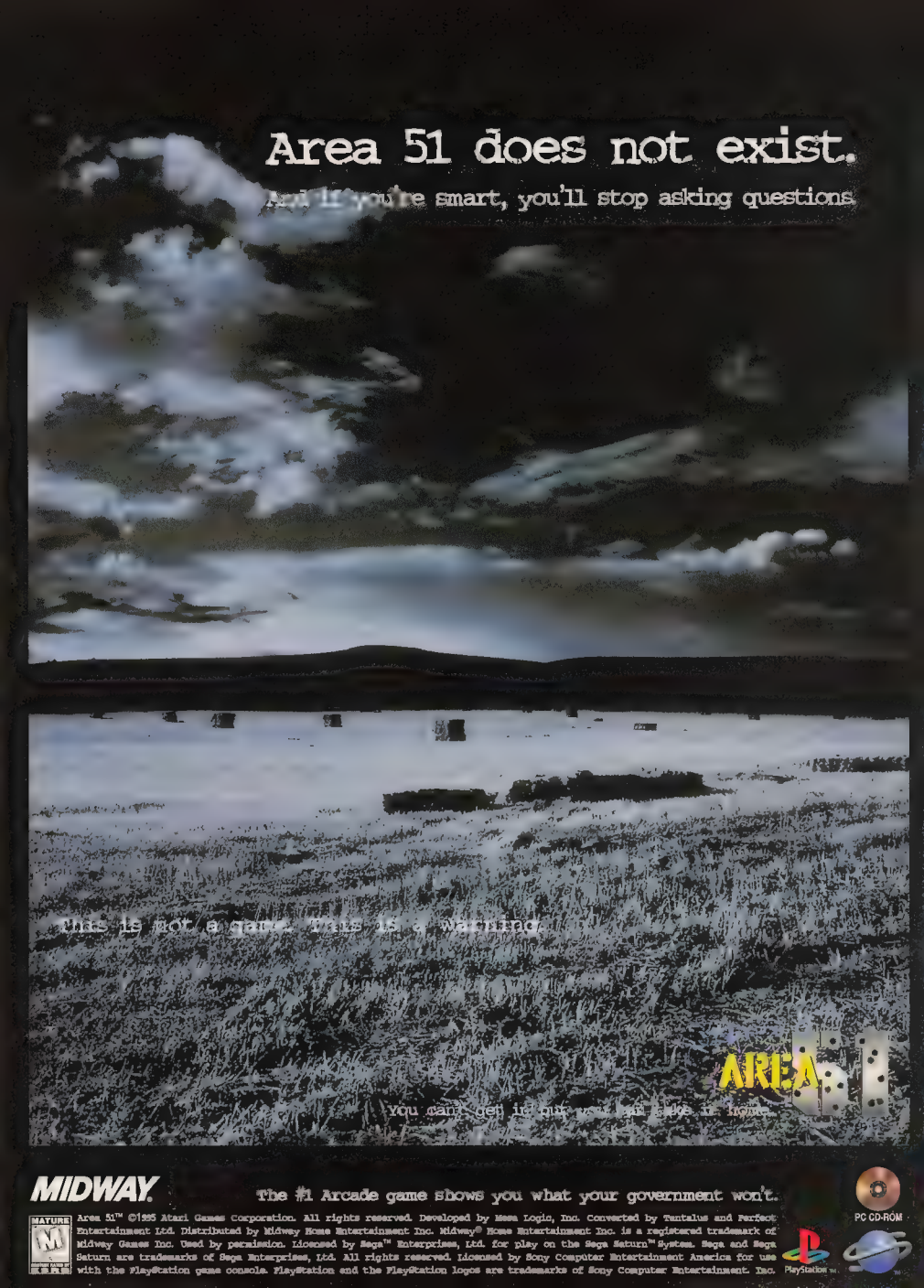
95

For the most part, I applauded the changes to this more realistic sequel. In my view, the best change involved the car control. In DD2, car collisions have become more realistic because they're modeled after 3-D physics. The result is as visually appealing as it is convincing: Cars now spin out, roll over and even flip in the air. Still, the big reason to buy this game remains Destruction Derby. With ramps and pits thrown into the mix, crash-'em-ups wind up twice as chaotic as before (and twice as hard to win). Fans of the original shouldn't pass this one up.

TODD MOWATT

94

The new tracks and the new crash animations are spectacular. The tracks have banked turns and insane jumps. The cars even handle better than they did in last year's version of the game. The tracks are wider allowing you much greater maneuverability. The game is more realistic and much more of a challenge. This is a classic case of the designers realizing what was wrong with last year's game and fixing those problem areas. Fans of Destruction Derby should rev up their engines and avoid the driver's door in their search to wreak havoc on the other derby drivers.


Area 51 does not exist.
And if you're smart, you'll stop asking questions.
This is not a game. This is a warning.
AREA
You can't get in unless you're already in.

MIDWAY

The #1 Arcade game shows you what your government won't.

PC CD-ROM

PlayStation

MATURE M
ESRB

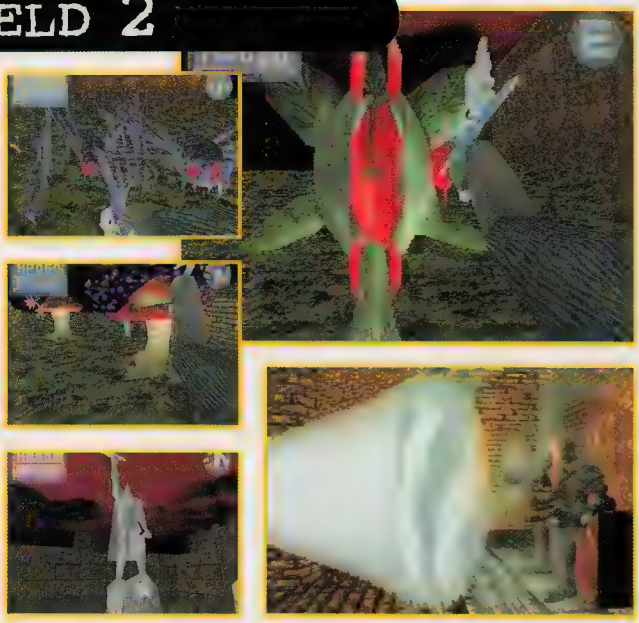
Area 51™ ©1995 Atari Games Corporation. All rights reserved. Developed by Mesa Logic, Inc. Converted by Tantalus and Perfect Entertainment Ltd. Distributed by Midway Home Entertainment Inc. Midway® Home Entertainment Inc. is a registered trademark of Midway Games Inc. Used by permission. Licensed by Sega™ Enterprises, Ltd. for play on the Sega Saturn™ System. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc.

P.S.X. RATED

KING'S FIELD 2

JOE

85



King's Field II takes up where the first game left off, in the medieval land of Verdite. It seems that evil has once again befallen the land, as the Moonlight Sword has been broken and the king is...changed. Players take the role of Prince Lyle Austin, heir to the kingdom, as he heads off on a quest to remove the spell from the castle and confront his father.

Although the areas look much more interesting than in the previous version, don't expect a whole lot of changes. There are new monsters, new magics and a few new weapons, but essentially the game remains unchanged. It seems rather sluggish at the beginning, before you gain enough experience to significantly affect the speed of your character, so it may be difficult for some players to get into. Granted, for an RPG, there is quite a lot of action, with hand-to-hand combat and first-person exploration. But for those accustomed to the more intense first-person games, this one might feel almost unbearably slow.

Now, this changes as the game wears on, as do a number of things. For example, the first area appears rather monotonous, with a large number of very similar monsters. But as your character progresses, he will find new weapons and new monsters, as well as new powers, which should make things more interesting.

Although some of the conversations with characters are poorly translated from the Japanese, the story moves along rather well. This game should appeal to any fan of RPGs. Just remember to stick with it past the first few areas. ●

"[KING'S FIELD II'S STORY] IS MUCH MORE DEVELOPED THAN THE FIRST."

COUNTERPOINT

DAVE MALEC

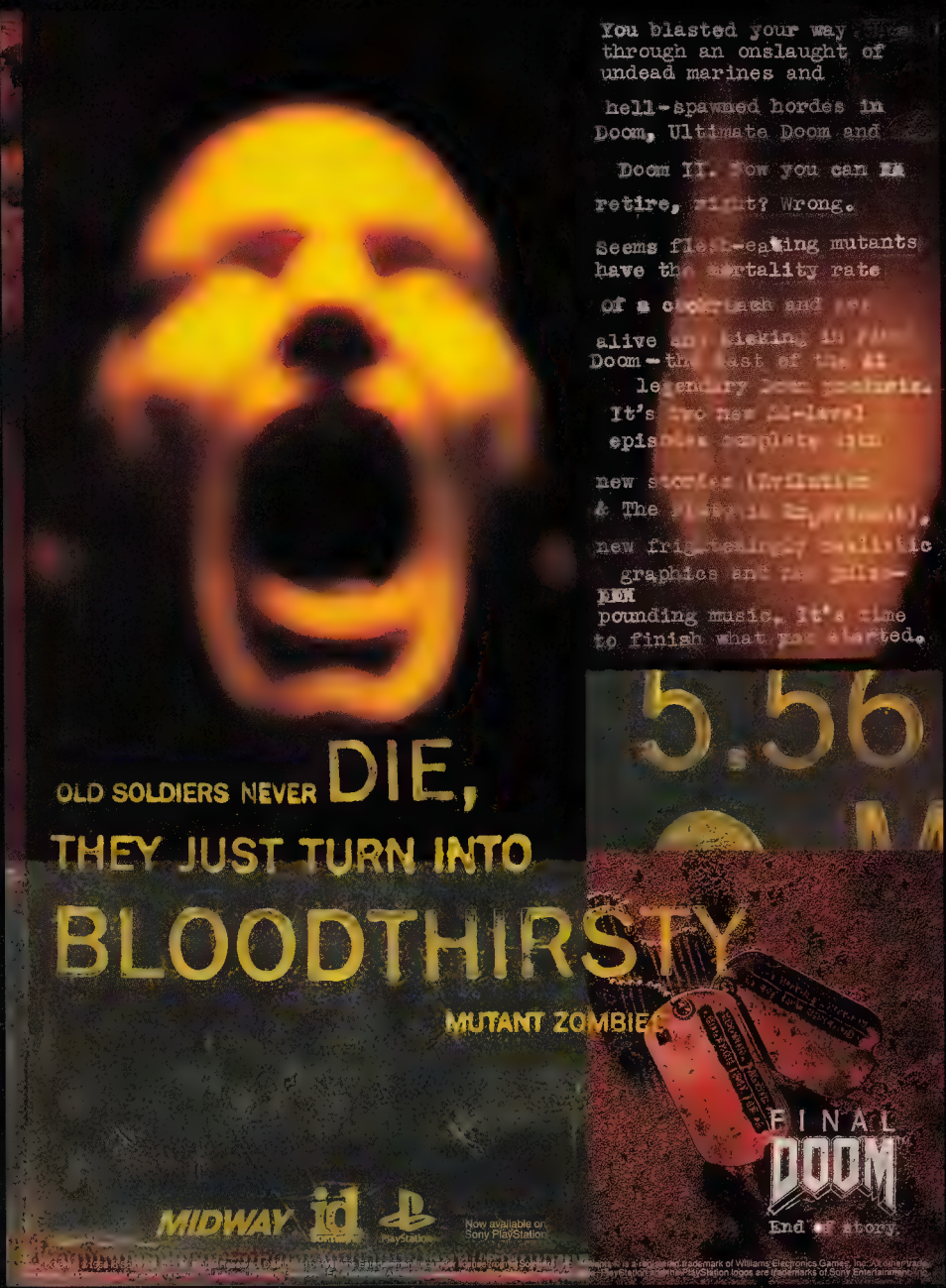
90

King's Field II has been a long-awaited title since playing the original. The vast areas in which your character can explore is one of my biggest attractions to this game. Granted, the game starts off a little sluggish at first, but after working up a few levels, it becomes more enjoyable. Faithful to the original, King's Field II doesn't wander too far from the path. The improved story line really helps get you into the game, along with new creatures and equipment you may discover. Patient game players and role-playing fans will find that this sequel is worth taking a look at.

GARY MOLLOHAN

92

I really liked the first King's Field and was happy to discover King's Field II doesn't deviate too radically from the original in terms of gameplay. The biggest area of improvement has to be the story line. It is much more developed than the first King's Field and contains many intricate subplots for the player to unravel. ASCII even added rendered cut scenes to the American version of King's Field II, known as King's Field III in Japan. Imagine, American RPG players actually getting a better version of a Japanese RPG rather than a cut-down, sanitized version!

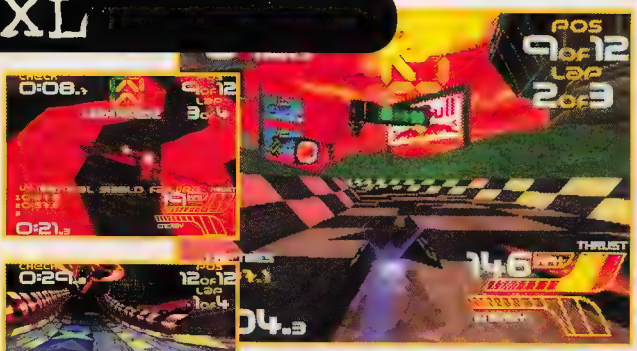

You blasted your way through an onslaught of undead marines and
hell-spawned hordes in Doom, Ultimate Doom and
Doom II. Now you can retire, right? Wrong.
Seems flesh-eating mutants have the mortality rate
of a cockroach and are
alive and kicking in Final Doom - the last of the all
legendary Doom products.
It's two new 32-level
episodes complete with
new stories (Evilution & The Plutonia Experiment),
new frig'ening realistic
graphics and ear-blis-
tering
pounding music. It's time
to finish what you started.
OLD SOLDIERS NEVER DIE,
THEY JUST TURN INTO
BLOODTHIRSTY
MUTANT ZOMBIES
FINAL
DOOM
End of story.
MIDWAY
id
PlayStation
Now available on
Sony PlayStation

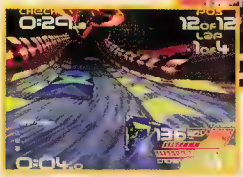
P.S.X. RATED

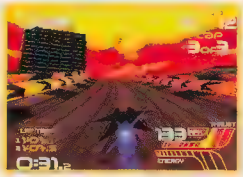
WipeOut XL

JOE

97







Any fan of the original WipeOut must have been eagerly awaiting the release of WipeOut XL. Of course, a lot of times a sequel doesn't do justice to the original. I'm happy to say that in this case, the sequel is in every way better than the original.

The graphics, like in most Psygnosis products, really push the envelope of what the PlayStation can do. The spectacular graphics, from the energy trails left by the hovercraft to the amazing weapon effects, are nothing short of stunning. Some of the weapons, like the Plasma Bolt that instantly obliterates any enemy it touches, are visually impressive; while others, like the Quake Disruptor, which sends a wave of energy rippling down the track ahead of you, are simply eye-popping.

The gameplay has been improved from the original, as well. It is now significantly easier to control the craft, and contact with the walls no longer results in the vehicle coming to a complete stop. In addition, the inclusion of the "Vector Class" gives new players a few easier tracks on which to hone their skills, thus improving the steep learning curve that many players found frustrating in the original game.

The later tracks, however, are even more challenging than in the original, and more interesting, as well, with tons of jumps, hairpin turns and long, dark tunnels.

My biggest complaint about this game is that there isn't more of it. I'd like to see a ton of new tracks on the next version. But all in all, this is one top-notch game. If you're a fan of racing games, this one is for you. ●

"THE SEQUEL IS IN EVERY WAY BETTER THAN THE ORIGINAL WIPEOUT."

COUNTERPOINT

NELSON TARUC

99

The sequel to WipeOut certainly lives up to its "extra large" billing. It has taken all the best elements of the original (twisted tracks, weapons and top-notch graphics and sound), eliminated a major flaw (sensitive wall collisions) and added killer weapons. The introduction of a shield meter and pit lane requires players to not only worry about finishing in first, but also finishing in one piece, which really adds a new dimension to the racing gameplay. Unlike Joe, I think this game has enough tracks—I'd rather have eight awesome-looking tracks than a ton of average-looking ones.

DINDO PEREZ

98

Bingo! We have a winner! Joe can very well be my reviewer for this game. I don't know how much more I can add to his review except for more in-depth response. WipeOut XL excels over its predecessor in every aspect of the game. From the excellent, smooth animation to the futuristic sound effects, this new edition surpasses other futuristic racing or driving games. The wide variety of newer weapons add another dimension to this racer. I don't directly disagree with Joe about wanting more tracks, but there are more than enough to keep you from having a life for a while.

Proof That Demons Do Exist

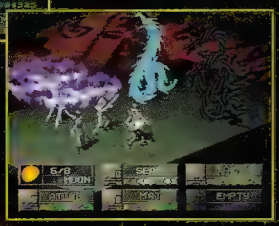
In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

You awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. Converse with them before doing battle to determine your best course of action. Fight them or enlist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!

Special Features

- Based on the ultra-popular, mega-hit, Megami Tensei series. first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful source known as "Persona"
- Fight your way to one of many endings

Persona™



http://www.atlus.com

ATLUS

RP

Persona™ is the first chapter of the REVELATIONS™ series

RPG

PlayStation

© 1996 Atlus Co., LTD. Persona, Revelations Series are trademarks of Atlus Co., LTD. All Rights Reserved. PlayStation, the PlayStation logo, and the PS logo are trademarks of Sony Computer Entertainment Inc.
1-800-771-3772 for Game Rating Information.

P.S.X. RATED

TUNNEL B1

JOE

86

This game reminded me of a cross between WipeOut and Doom. The player pilots a hovercar through miles of tunnels, destroying everything in its path, switching between weapons of various strengths in order to take out the enemies. Some innovative weapons include mines that can be set in one spot or bounced into the air off the hood of the vehicle, and flares that are shot into the air to draw off heat-seeking missiles. The graphics throughout are of very high quality.

The controls are intriguing, with accelerate forward, accelerate backward, turn and strafe buttons, as well as the two weapon triggers and weapon selectors. On the version I played, the default controller configuration was very awkward. The inclusion of a fully customizable configuration, however, made this problem a small one. I just hope they set the default configuration to something more sensible in the final version.

The controls, once adjusted to my taste, allowed for a great freedom of movement. Once I got the hang of the game, it was possible to speed down a tunnel, spin to the side and then continue moving, strafing the enemies lined up on the side of the tunnel.

What cost this game a lot of points, was the fact that just about every level looked the same. There was very little variety in the appearance of the different locations, which can make the game pretty monotonous after awhile. Still, the smooth controls give a great feeling of speed and involvement in the game. If you're looking for a new style of 3-D game, check this out. ●

"THIS GAME REMINDED ME OF A CROSS BETWEEN WIPEOUT AND DOOM."

COUNTERPOINT

DINDO PEREZ

85

I love this concept, but I have a hard time pinpointing what category this game belongs in. The exhilarating driving perspective mixes very well with the firepower you employ against your enemies. The levels are well designed to keep you on your toes, but always look out for strategically placed artillery guns. The levels do tend to get on the difficult side, especially the later levels where you have to race against time while avoiding the never-ending onslaught of enemy fire. The visual perspective gave me some problems. You tend to look up instead of focusing on the ground level.

TODD MOWATT

82

The weapons in this game really grabbed my attention and kept it, for the most part. I especially enjoyed the mines and the ability to shoot flares to destroy incoming missiles. The game takes a little bit of getting used to, and one of the biggest problems I found with it was the repetitiveness on some of the levels. But the game is very addictive and the controls are very smooth. If you enjoy fast-paced shooters, then this game is well worth taking a look at. I enjoyed the relatively new type of gaming experience that this game offered and you should, too.

The darkness of ancient Egypt and evil alien forces, possessing horrifying powers, have taken possession of the ancient city of Karnak. And these landlords are exacting extremely high rents. Like an arm and a leg…or worse.

Airdropped into first person landscapes, you must swim, crawl and otherwise run like hell through **20-plus levels** of gameplay. **Real time, fully 3-D rendered environments** allow you complete 360° freedom of gameplay. With just a machete to begin with, search for 7 **other weapons** like hand grenades, a flame thrower, an M60 machine gun and a magical cobra staff. **Dynamic lighting** allows for stunning visual effects. Cross bridges, crawl through tunnels and swim through underwater grottos. Your only salvation is the guiding Spirit of the Great Pharaoh Ramses. He's the only one in this god-forsaken neighborhood who wants to help you get a forwarding address.

So welcome to the nightmare of Ramses' tomb. And enjoy your stay. It may last forever.

POWERSLAVE

http://www.playmatestoys.com

PlayStation

SEGA SATURN

MATURE M AGES 17+

PLAYMATES INTERACTIVE ENTERTAINMENT PIE

611 Anton Blvd.
Suite 500
Costa Mesa, CA 92626
(714) 428-2100

Lobotomy™ and Powerslave™ are trademarks of Lobotomy Software, Inc. © Lobotomy Software, Inc. All rights reserved. PIE is a trademark of Playmates Interactive Entertainment, Inc. Artwork and design ©1996 Playmates Interactive Entertainment, Inc. Sega and Sega Saturn are trademarks of Sega Enterprises Ltd. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

YEAR-END REVIEW

IN THE SPIRIT OF THE HOLIDAY SEASON, THE STAFF OF *P.S.X.* GOT TOGETHER A LIST OF GAMES THAT WE'VE REVIEWED IN THE PAST, AS WELL AS A FEW NEW TITLES. (WE ALSO INCLUDED A LIST OF OUR PERSONAL TOP FIVE FAVORITES.) THIS LIST IS BY NO MEANS COMPREHENSIVE, BUT WE INCLUDED SOME OF THE BEST.

Todd Mowatt

1. Madden 97
2. NHL FaceOff '97
3. F1 Racing
4. NBA Live 97
5. Tekken 2

Dindo Perez

1. Madden 97
2. WipeOut XL
3. Tekken 2
4. Destruction Derby 2
5. NHL FaceOff '97

Joe Rybicki

1. Puzzle Fighter
2. Tekken 2
3. Legacy of Kain
4. Tomb Raider
5. Jet Moto

Nelson Taruc

1. Tekken 2
2. WipeOut XL
3. SF Alpha 2
4. Resident Evil
5. Crash Bandicoot

Dave Malec

1. Madden 97
2. Disruptor
3. Puzzle Fighter
4. Crash Bandicoot
5. Tekken 2

Gary Mollohan

1. Crash Bandicoot
2. Tomb Raider
3. Tobal No. 1
4. Twisted Metal 2
5. Destruction Derby 2

GAME NAME	TM	DP	JR	NT	DM	GM
Adidas Power Sport Soccer	9	8	8	9	9	8
Alien Trilogy	9	8	8	9	9	9
Battle Arena Toshinden 2	8	8	8	8	8	8
Beyond the Beyond	8	7	6	7	8	8
Big Hurt Baseball	7	7	7	5	6	6
Black Dawn	9	9	9	8	9	9
Blazing Dragons	8	7	6	6	6	6
Bottom of the 9th	6	6	8	5	5	7
Bogey: Dead 6	7	6	7	8	8	7
Bubsy 3D	7	6	5	6	6	6
Burning Road	9	8	8	7	8	8
Bust-A-Move 2	9	9	9	9	9	8
Buster Bros. Collection	8	8	8	9	8	8
Casper	7	6	5	7	7	6
College Slam	6	6	7	6	6	6
Contra	7	6	7	6	7	6
Crash Bandicoot	9	9	9	8	8	9
Criticom	7	7	7	6	7	7
Darkstalkers	8	8	8	7	7	8
Deadly Skies	7	7	7	7	7	7
Defcon 5	6	7	6	6	6	6
Destruction Derby 2	9	9	9	9	9	9
Die Hard Trilogy	9	9	8	9	8	9
Disruptor	8	9	9	9	9	9
Fade to Black	9	7	8	7	8	8
FIFA Soccer 96	8	8	8	8	8	8
Final Doom	8	7	7	8	7	8
Final Round Golf	6	6	7	7	7	7
Floating Runner	7	6	6	7	7	7
Formula 1	8	7	7	9	8	8
Goal Storm	7	7	7	7	7	7
Grid Runner	7	7	6	6	7	7
Hardball 5	7	7	7	7	7	7
The Hive	6	6	7	6	7	7
Int. Track and Field	9	8	8	8	8	8
Jumping Flash! 2	8	9	9	8	8	9
King of Fighters '95	7	8	7	7	7	7
Krazy Ivan	6	6	6	7	7	6
Legacy of Kain	9	9	9	9	9	9
Madden NFL 97	9	9	9	9	10	9
Magic Carpet	8	7	8	8	8	8
Mario Andretti Racing	8	8	7	9	8	8
MK Trilogy	9	9	7	8	8	9
Motor Toon Grand Prix	8	8	7	8	8	8
Namco Collection Vol. 1	8	8	8	8	8	8
Namco Collection Vol. 2	8	8	7	8	8	7
NASCAR Racing	7	7	6	7	7	7
NBA Jam Extreme	8	8	8	7	8	8
NBA Live 97	9	9	9	9	9	9
NCAA GameBreaker	8	8	7	8	7	8
Need for Speed	7	8	8	7	7	7
NFL Quarterback Club '97	7	6	6	5	5	6

GAME NAME	TM	DP	JR	NT	DM	GM
NHL Powerplay '96	8	8	9	8	8	7
Olympic Soccer	6	6	5	6	5	6
Olympic Summer Games	6	6	6	7	6	6
Pandemonium	9	7	9	9	9	9
Perfect Weapon	8	8	8	7	7	8
PO'ed	6	5	5	7	5	5
Power Move Pro Wrestling	8	8	8	8	8	8
Project Overkill	9	9	7	8	8	9
Project: Horned Owl	6	6	7	7	6	5
Resident Evil	9	9	9	9	9	9
Return Fire	9	9	8	9	8	9
Ridge Racer Revolution	9	9	8	8	8	9
Robo Pit	8	5	8	7	8	8
SimCity 2000	7	6	6	7	7	6
Skeleton Warriors	7	7	7	6	7	8
Slam 'n Jam '96	8	8	8	7	8	8
Soviet Strike	9	9	9	8	8	9
Spot Goes to Hollywood	8	9	8	9	7	9
Star Gladiator	8	8	8	8	8	8
Starwinder	6	5	6	6	5	5
Steel Harbinger	8	7	8	7	8	6
Street Fighter Alpha 2	9	9	9	9	9	9
Super Puzzle Fighter	9	9	10	10	10	9
Street Racer	8	8	8	6	8	8
Tecmo Super Bowl	7	7	8	7	7	8
Tecmo World Golf	7	6	7	7	7	7
Tecmo's Deception	9	8	9	7	9	9
Tekken 2	10	10	10	10	10	10
Tempest X	8	8	8	9	8	8
Tetris Plus	8	8	8	8	8	8
Time Commando	7	7	6	7	6	6
Tobal No. 1	8	8	8	8	8	8
Tokyo Highway Battle	7	7	7	7	7	7
Tomb Raider	9	9	9	9	9	9
Top Gun	7	7	7	6	7	7
Triple Play '97	8	9	8	8	8	9
Viewpoint	6	6	5	7	6	6
VR Golf	9	8	9	8	8	9
VR Soccer '96	9	8	9	9	8	9
Williams Arcade Classics	8	8	8	8	8	8
Wing Commander III	8	8	7	7	8	8
Worms	9	8	8	8	8	7
Zero Divide	8	7	7	8	8	7

WHAT TO EXPECT IN '97: There are a ton of new games due out sometime in '97. Among the most anticipated of these are Resident Evil 2, Jet Moto, Street Fighter EX, Final Fantasy VII, Pitfall 3D, ID4, Star Trek: Generations and a host of others. We can expect games to continue improving at a dramatic rate now that developers are truly beginning to understand the capabilities of this fantastic machine. As we've seen over the past year, the PlayStation can create some truly amazing games. But there's more to come. ■

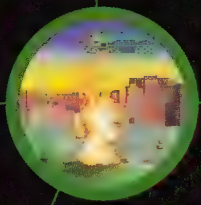
SAY NO TO DRUGS.
SAY YES TO BLOODSHED AND HELICOPTER WARFARE.

HERE'S YOUR CHANCE TO GREASE THE LOW-LIFE SCUMBAGS OF THE TERRORIST UNDERWORLD.

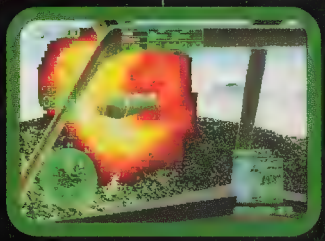
STRAPPED INTO YOUR CHOPPER, YOU'LL BE FLYING 32 HIGH-RISK COMBAT MISSIONS OVER 7 ENEMY-INFESTED TERRAINS. SEARCHING FOR AND RESCUING INNOCENT HOSTAGES. WREAKING HAVOC ON THEIR CAPTORS.

FEATURES INCLUDE REAL-TIME 30 FPS 3-D GRAPHICS WITH WICKED 3-D EXPLOSIONS, ADVANCED ARTIFICIAL INTELLIGENCE (AN ENEMY ADVANTAGE), 2 SWITCHABLE FLIGHT MODES THAT LET YOU CONTROL YOUR ALTITUDE AND ANGLE OF ATTACK AND A GUN-BLAZING WINGMAN TO COVER YOUR BUTT.

BLACK DAWN. ARCADE COMBAT SO EXTREME, YOU'LL NEVER GO BACK TO ORDINARY CARNAGE.



WWW.VIE.COM



BLACK DAWN

©1996 VIRGIN INTERACTIVE ENTERTAINMENT, INC. ALL RIGHTS RESERVED. BLACK DAWN IS A TRADEMARK OF VIRGIN INTERACTIVE ENTERTAINMENT, INC. VIRGIN IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES, LTD. SEGA, SEGA SATURN AND THE SATURN LOGO ARE ALL TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. SONY, THE SONY PLAYSTATION AND THE PLAYSTATION LOGOS ARE ALL TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC.

25 grisly minutes of full motion 3D animation. Slaughter your enemies as a Vampire then morph to a wolf escaping into the dead of night

Butcher villagers or turn them into festering pools of decaying flesh with one of 22 demented magics. It will take you more than 100 hours of adventure to destroy those who damned you, but you'll get them. Every last bloody one

MATURE
M
AGES 17+

BLOOD OMEN: LEGACY OF KAIN

Forever-a black and dreadful place. Where the undead feast on the living to survive.

ETERNAL DAMNATION LEAVES PLENTY OF TIME TO PLAN YOUR REVENGE

Welcome to Crystal Dynamics Blood Omen: Legacy of Kain. Whether you choose the body of man, the form of wolf or the cloak of mist, the search for and annihilation of those who damned you is your only purpose.

"So cool you won't want to play it alone in the dark."
—PSX

"...this is the largest game world I've ever seen in an adventure console game."
—PSExtreme

"The most ambitious adventure game ever created awaits."
—Game Fan

Explore the carnage at www.crystald.com

Crystal Dynamics and Blood Omen: Legacy of Kain are trademarks of Crystal Dynamics. ©1996 Crystal Dynamics. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc.

PlayStation

CRYSTAL DYNAMICS

Cooper
He spent years scrapping, clawing and grinding for the right to play in the NHL.® All you did was buy your way in. Don't think he won't be looking for you along the boards.
STATS

For game hints call 900 933-SONY (7669). The charge is $0.95 per minute. Callers under the age of 18 must get parents' permission to call. Touch tone phone is required. Available 24 hours a day/7 days a week. U.S. only. The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. "R NOTE is a trademark of Sony Interactive Entertainment, Inc. NHL is a registered trademark and Face Off is a trademark of the National Hockey League. All NHL logos and marks

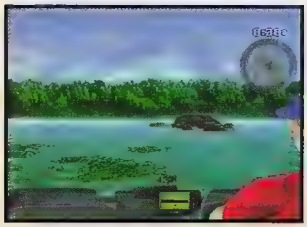
You're a marked man. But try not to let that intimidate you. Because you have all the teams with all the starting lineups. You have advanced gameplay and artificial intelligence, with players cycling and executing powerplays just like they do in the pros. You can create your own strategy for breakouts, forechecking and offensive and defensive attacks. You'll be able to swarm the net or focus your offense around your right winger, left winger or center. You've got Icon Passing, which lets you execute give-and-goes as well as any assist leader. Of course, when you go skate to skate with the likes of Jagr, Lemieux, Hatcher, Coffey and Brodeur, there's one thing you haven't got. A prayer.

and NHL Regis trademarks of the National Hockey League. All rights reserved. © NHL 1998. Officially licensed product of the National Hockey League Players Association. © 1998 NHLPA. ™ and ® designate trademarks of, or licensed to, Sony Computer Entertainment Inc. Developed by Avalanche Software. Published by Sony Computer Entertainment Inc. ® Registered trademark of Nintendo of America Inc. © 1998 Sony Computer Entertainment Inc. www.sony.com

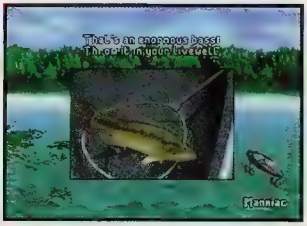
BIG BASS WORLD CHAMPIONSHIP

Miss fishing season already? Well, Hot-B USA has given PlayStation owners the chance to fish year round with the release of Big Bass World Championship.

The game begins in the den, where players can select their favorite rods and lures and check the calendar to see which tournament they would like to enter. Players also may consult a 40-page book that contains extensive information and illustrations of the fish species featured in the game. Players can gain vital information about each species' feeding habits and fighting abilities that will prove invaluable later in the game.



Once out on the water, players can use their onboard fish-finding sonar to locate that prime location to catch the big one.



Big Bass World Championship has a wide selection of lures, including spinners, jigs, worms and artificial crawdads and frogs from which to choose. Additionally, all lures are available in natural or day-glow colors for day or nighttime angling.

After expertly casting their lines, players can switch to an underwater perspective. Players have fine control over lure action both to attract fish and to avoid underwater obstructions. After landing the big one, players can weigh it to see if it's a keeper.

Many fishing fans already may own a 16-Bit fishing game, but the graphic improvements offered by the 32-Bit PlayStation are reason enough to consider purchasing a second. Big Bass World Championship's underwater view best demonstrates the PlayStation's graphic potential. As the players crank in their bait, the contoured polygon lake floor scrolls by extremely fluidly. The fish are prerendered sprites and are accurate down to each species' distinctive coloring and markings.

Hot-B's Big Bass World Championship has all the features to satisfy the most avid fishermen. The game is even endorsed by Hank Parker, one of the sport's top anglers. ●

STARTING LINEUP

- **THEME** Fishing
- **# OF PLAYERS** 1
- **LICENSES** None
- **CHALLENGE** Variable
- **DEVELOPER** Hot-B

WARHAMMER®

SHADOW OF THE HORNED RAT™

PlayStation

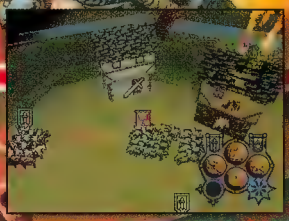
Hell at war.

In the hellish world of Warhammer, powerful armies clash in cataclysmic battles. Orc hordes batter at the gates of the Empire, mighty bastion of humanity. As the leader of the infamous Grudgebringers, command your mercenary army to stop this tide of evil.

Now for play on the PlayStation™ game console, WARHAMMER: SHADOW OF THE HORNED RAT has everything you'd expect in a fantastic wargame:

- More than 40 amazing 3D battles include gorgeous visuals and challenging strategies.
- Stunning animated sequences and detailed mission briefings provide in-depth backgrounds.
- Command a mercenary army, choosing your forces from over 25 troop types.
- Battles are linked together by a detailed story line.

TO ORDER: Visit your retailer or call 1-800-601-PLAY with Visa/MC (North America only).



SSI

A MINDSCAPE® COMPANY

GAMES WORKSHOP

Artwork and imagery © 1996 Games Workshop Ltd
All rights reserved. Program © 1996 Mindscape, Inc.
All rights reserved. The SSI logo is a registered trademark of Strategic Simulations, Inc., a Mindscape Company. Warhammer and the Games Workshop logo are registered trademarks and Shadow of the Horned Rat is a trademark of Games Workshop Ltd. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Call 1-800-771-3772 for information on Game Ratings

RATING PENDING

WWF IN YOUR HOUSE

PlayStation owners have yet another opportunity to climb into the ring to face their favorite World Wrestling Federation stars with the arrival of Acclaim's WWF In Your House.

Acclaim utilized its state-of-the-art motion-capture studios to digitize 10 of the World Wrestling Federation's biggest and baddest stars performing their devastating signature moves. Included are "The Man They Call Vader" and the enigma that is Gold Dust. In Your House looks and plays very much like Mortal Kombat set in a wrestling ring. The wrestlers perform a variety of kicks, punches and specialty moves. Many of the special moves, such as the northern lights suplex and the crucifix, are reality-based moves commonly seen during actual WWF matches, while others are more fantastic in nature. Owen Hart, for instance, can remove a deck of playing cards from his trunks and fire blazing cards at his opponent.

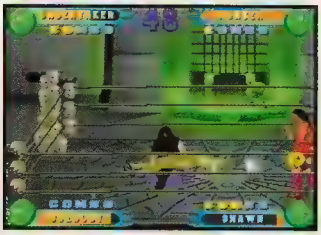
One major difference between In Your House and Mortal Kombat, however, is the complete lack of blood or fatalities. Instead of blood, small symbols, representing each wrestlers' persona, fly out. For instance, drop kicking the British Bulldog will produce a shower of tiny Union Jacks.

In addition to the standard WWF ring, each wrestler has his own personalized ring. The Undertaker's crypt is complete with wandering ghouls and a turnpost made from human skulls, while Shawn Michael's ring is located in a night club, complete with a house band.

WWF In Your House has a variety of one-player and multiplayer modes for gamers to tackle. Solo players can choose from WWF Season, Intercontinental Championship, and WWF Championship Modes. Multiple players can select Versus, Cooperative or Buddy Mode.

WWF In Your House takes advantage of the PlayStation's CD sound by featuring numerous verbal taunts from each wrestler in addition to over-the-top commentary from actual WWF announcers.

With the help of actual WWF wrestlers, Acclaim has managed to bring the feel of pro wrestling into your living room. For any fan of the WWF or pro wrestling in general, this game is sure to be an interesting addition to your game library. ●



Players will be able to perform a variety of moves in a number of colorful rings.

STARTING LINEUP

- **THEME** Wrestling
- **# OF PLAYERS** 1 to 4
- **LICENSES** WWF
- **CHALLENGE** Variable
- **DEVELOPER** Sculptured

NBA JAM EXTREME

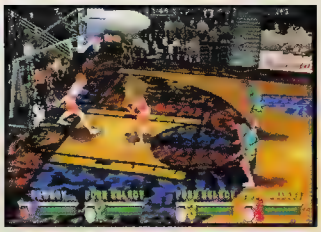
For many gamers, NBA Jam was the first game that accurately reproduced the speed and intensity of the game of basketball. With its quick, high-energy play, amazing moves and in-your-face slams, the game managed to re-create the feeling of actually being on the court. It was a blast to play against a human opponent, as evidenced by the countless quarters plugged into the arcade edition. And its "sequels," NBA Jam Tournament Edition and College Slam, enjoyed as much success as the original. Now, Acclaim is looking to do it all again with the release of NBA Jam Extreme for the PlayStation.

Sporting a completely new game engine developed from the ground up, Jam Extreme features motion-captured players fully rendered in three dimensions, with scanned images of real NBA players mapped onto the characters' heads so that they are easily recognizable. The developers used Juwann Howard for their motion-capture sessions in order to give the game that true NBA feel.

Like other versions of NBA Jam, Extreme offers competition for up to four players. Although this game does not feature a full five-on-five squad, it does include over 170 real NBA players, six per team. Furthermore, like earlier versions of NBA Jam, there are tons of secret players, including politicians, programmers and members of the media.

The developers stress that NBA Jam Extreme, although not a "simulation" in the standard use of the word, is in fact a simulation of a particular aspect of basketball: the emotional, adrenaline-packed, gut-wrenching feel of the game. With its intense gameplay and action-packed game elements, NBA Jam Extreme is sure to be a hit. ●

The game features dynamic camera angles which zoom in for great plays.



STARTING LINEUP

- **THEME** Basketball
- **# OF PLAYERS** 1 to 4
- **LICENSES** NBA
- **CHALLENGE** Variable
- **DEVELOPER** Sculptured

TECMO SU

Team names, nicknames, logos and other indicia are trademarks of the teams indicated. Super Bowl™, Pro Bowl™ and the NFL are registered trademarks of the National Football League. TM© 1996 NFLP.

TECMO®

© Tecmo, Ltd. 1996 TECMO® is a registered trademark of Tecmo, Inc. Licensed by Sony Computer Entertainment Inc. for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION.

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501 Phone (310) 787-2900 Fax (310) 787-3131

PER BOWL™

IT'S UN-BOWL-IEVABLE!

CREATE YOUR OWN SUPER TEAM

Tecmo Super Bowl allows the user to trade any player, to any team, at any time. With this feature you have the ability to create your own Super Team. Just be careful when you're playing a friend. You had better make sure he didn't set you up. The only advice we can give is check your opponent's roster.

LIVE COMMENTARY

Tecmo Super Bowl's announcer gives true play by play commentary, not just an occasional phrase or two. If perhaps you think he's an idiot, you always have the option of turning him off.

TOURNAMENT MODE

Over the years Tecmo Super Bowl players have let us know about the friendly competitions which sometimes take place. This new version has

a built in tournament mode for a total of 8 players playing one on one till one of the players wins the tournament. Chips and drinks are sadly not included.

DIFFICULTY LEVELS

Knowing that some people haven't been playing Tecmo Super Bowl for years we've included 3 difficulty settings. Easy, Normal and Hard. Our football game gives you the ability to grow with the game. Internally we call this a screen save 'cause you don't have to throw a rock through the TV screen when you get frustrated with the game.

INSTANT REPLAY

If you want to analyze the last several seconds of play, simply pause the game and start the instant replay. In addition you can go frame by frame to fully analyze all of the action. Then again, you may not want to see the interception again, and again, and again, and again.

NEW RECORDS & STATS

Tecmo's stats engine has always been unsurpassed. This year we've added the ability to keep the stats from any player in any position even if it's only for 1 play during the entire season. Here's your one and only chance to re-write the record book.

NEW PLAYBOOK

From the game play menu, you now have access to the entire playbook for the immediate play. ...for more plays than you can possibly want, use, call, send-in, modify, change, and/or run as the case may be.

VARIABLE WEATHER CONDITIONS

Ordinary football games sometimes have weather conditions. So far as we know, Tecmo Super Bowl is the only

game to actually change the weather during the game. So one minute it could be raining, and then it could start snowing, or then again stop or actually it's too variable to give you all of the possible scenarios.

MORE, MORE AND MORE

We've tried to highlight some of the most important new features of Tecmo Super Bowl for the Sony PlayStation. Obviously there are more features than we can possibly list. Tecmo Super Bowl is one of the most realistic and sophisticated football simulators ever created. Aside from all of the technical improvements, think about the following:

1 TECMO® SUPER BOWL™
1 SONY™ PLAYSTATION™
1 TELEVISION
\+ 2 OR MORE PLAYERS
= GREAT FOOTBALL FUN

If you like REAL FOOTBALL WITH REAL PLAYERS you'll LOVE TECMO® SUPER BOWL™

TECMO
You're There

NFL PLAYERS

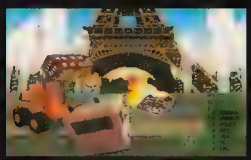
Visit Tecmo Interactive at: http://www.tecmo.co.jp

Tecmo's Deception answers (There are no correct answers... Welcome to Tecmo's Deception)

PLAYERS INC

TWISTED METAL

SWEET TOOTH AND THE BOYS REACH NEW MORAL LOWS IN THE MOST REPUGNANT DRIVING GAME EVER CREATED.



Blow up world landmarks in eight new challenging, multilevel battlegrounds.

A host of new weapons and combo moves allows for gruesome, more creative kills.

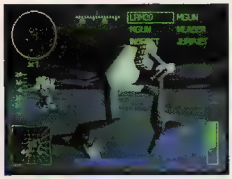
Humiliate and torture your friends with eight split-screen, two-player battlegrounds.

IT'S NOT JUST MAN
IT'S VEHICULAR MA

For game hints call 1 900 933-SONY(7669). The charge is $0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. PlayStation and the PlayStation logos

are trademarks of Sony Computer Entertainment Inc. Twisted Metal and U R NOT E are trademarks of Sony Interact ve Entertainment Inc. Game © 1996 Sony Interactive Entertainment Inc. Call 1-800 771-3772 for information on Game Ratings. **www.sony.com**

MechWarrior 2



There may be several mech warfare titles already available for the PlayStation, but only the upcoming MechWarrior 2 is based on Battletech, the game that started it all.

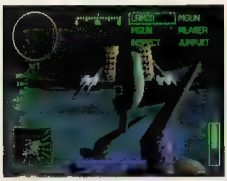
In MechWarrior 2 the player can climb into the cockpit of one of 12 immense BattleMechs. Each can be outfitted with over 20 weapons, including lasers, missiles and machine guns.

Players must enlist in either the Jade Falcon Clan or their sworn enemy, the Wolf Clan. Win enough battles, and you can achieve the coveted rank of Khan, or clan leader. MechWarrior 2 also has an Instant Action Mode for players looking for a quick dose of mech warfare.

Battles are viewed from an intense, first-person perspective. Players' skills of concentration will be taxed to the limit as they monitor their mech's detailed instruments, which display systems status, enemy location, weaponry and other important variables. The game makes good use of the PlayStation's CD sound by including voice instructions, which detail each mission's objective, and a movie-caliber musical score.

The game's mechs are constructed from texture-mapped polygons. MechWarrior 2 also uses a variety of lighting effects PlayStation owners have come to demand.

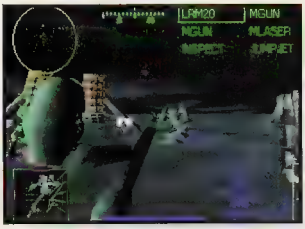
Many games have tried to imitate the Battletech battle system, but no game truly captures the excitement of the original. Mech fans will definitely want to give this game a try. ■



THE RUNDOWN

- **THEME** Action/Strategy
- **# OF PLAYERS** 1
- **# OF LEVELS** 48
- **CHALLENGE** Moderate
- **PUBLISHER** Activision

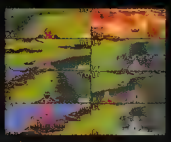
Players must navigate through a variety of realistic 3-D landscapes, including frozen tundras, rugged canyons and searing deserts.



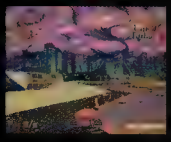
Upon completing each mission, the player is awarded with a new, more powerful mech.

STREET RACER™

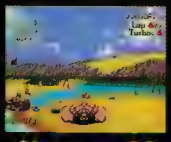
8 demented characters with custom weapons that will crack you up!



Link up to 8 players at once
(requires 2 multitaps. For PlayStation and Saturn only)



8 challenging races!



24 outrageous 3-D race tracks!

IT'S MORE THAN A ROAD RACE. IT'S A WHACKED-OUT FIGHT TO THE FINISH!

Rev up and get ready to go ballistic!

AGES 10 AND UP
CONTENT RATED BY ESRB

PlayStation

SEGA SATURN

Nintendo

vivid image

Ubi Soft ENTERTAINMENT

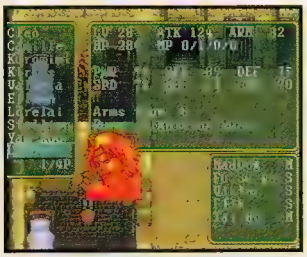
CHECK IT OUT! http://www.ubisoft.com

© 1996 Vivid Image. All Rights Reserved. © 1996 Ubi Soft, Inc. All Rights Reserved. PlayStation, the PlayStation Logo and the PS Logo are trademarks of Sony Computer Entertainment Inc. SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. Nintendo and Game Boy are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

Suikoden

The invasion of Japanese role-playing games continues with the impending release of Konami's Suikoden. The game was a hit in Japan, where RPGs are the most popular genre, and according to Konami, the "prerelease groundswell for [Suikoden] is already immense."

Suikoden's story is set in a medieval world where powerful warlords struggle to gather wealth and power, carelessly leaving death and destruction in their wake. The player begins by assembling a small rebel army whose sworn objective is the destruction of the corrupt Red Moon Empire. Along the way, you must avoid assassination by disloyal advisers, quell dissension among your underfunded troops, and even face your own father in battle.



Players will need to equip their characters well in order to survive the intense battles.

Suikoden features more characters and plot twists than a Tolstoy novel. The game contains over 100 characters, each complete with his or her own personality traits, agendas and abilities, which you must exploit to achieve your aim. You will need to enlist the aid of craftsmen to construct elaborate weapons of war, farmers and merchants to supply food and other goods, and even minstrels to entertain your troops.

Suikoden harnesses the PlayStation's 32-Bit technology and storage capacity by including detailed and dynamic 3-D and 2-D graphics and a fully orchestrated soundtrack. The game also features realistically sampled sound effects that transport the player to Suikoden's blood-soaked battlefields.

Konami crammed three different battle types into Suikoden: one-on-one, party vs. party, and army vs. army. Few games have managed to incorporate so many different styles of play into one coherent package. As your cadre of rebels grows, you must learn the intricacies of each battle mode if you hope to survive. You also must make a foray into the dark world of wizardry to cast fearsome spells on your enemies. These spells include such impressive works of magic as "Hell," which opens a whirling vortex of energy that sucks your enemies into the pits of hell.

With its thought-provoking puzzles, quality graphics and intricate story line, this game invites players to immerse themselves in its world, investing hours of gameplay into reaching the end. If early reports are a guide, die-hard RPG fans may want to preorder this one to insure having a copy when Suikoden invades American shores. ■

The gameplay camera will often zoom in to highlight a particularly devastating attack, which is complemented by impressive special effects.

THE RUNDOWN

- **THEME** RPG/Strategy
- **# OF PLAYERS** 1
- **# OF LEVELS** N/A
- **CHALLENGE** Difficult
- **PUBLISHER** Konami

THERE GOES THE NEIGHBORHOOD!

10 BODY SLAMMIN', RING-WRECKING WORLD WRESTLING FEDERATION SUPERSTARS! FROM THE GENDER-BENDING GOLDUST™ TO THE HEARTBREAK KID SHAWN MICHAELS,™ WF IN YOUR HOUSE IS BRINGING ON THE KILLER-COMBO, COMBAT CARNAGE YOU CRAVE! EXPERIENCE A WHOLE NEW LEVEL OF HURT WITH ALL-NEW, PERSONALIZED VENUES AND GADGETS FROM THE UNDERTAKER'S™ MAUSOLEUM TO OWEN HART'S™ GIANT CARD! CHOW DOWN ON POWER-UPS FOR HEALTH, SPEED AND STRENGTH AND BOW DOWN TO ALL NEW SUPER-PIN "FATALITY" MOVES! WF IN YOUR HOUSE IS A 10-MAN WRECKING CREW...AND THEY'VE GOT YOUR ADDRESS!

THE BRITISH BULLDOG TAKES A BITE OUT OF THE UNDERTAKER!

ALL-NEW FINISHING MOVES LIKE SHAWN'S HEARTBREAK HOTEL!

WF IN YOUR HOUSE™

THE ULTIMATE IN OUT-OF-THE-RING ACTION!

THE MORE THE MERRIER WITH MULTI-PLAYER ACTION!

PLAYSTATION™ SEGA SATURN™ DOS CD-ROM

KIDS TO ADULTS AGES 6+

World Wrestling Federation and its logos are trademarks of TitanSports, Inc. © 1996 TitanSports, Inc. All Rights Reserved. PlayStation and the PS logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1996 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown are taken from the PlayStation version of the video game.

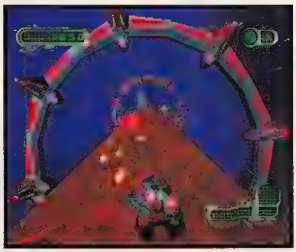
Acclaim entertainment, inc.

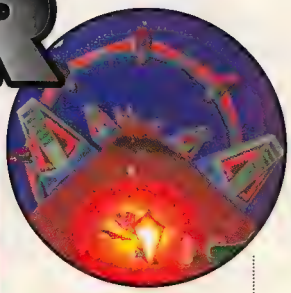
www.acclaimnation.com

Nanotek WARRIOR

At a time when it seems like every game company is releasing racing games, fighting games or 3-D shooters, it is refreshing to know that certain companies are ignoring the hippest trends and instead concentrating on one factor that many developers seem to overlook: fun. With the release of Nanotek Warrior, Virgin shows that they recognize the roots of video gaming.

In Nanotek Warrior, players take command of a microscopic ship which hurtles through and across tiny landscapes, destroying some of the most inventive high-tech enemies ever seen in a shooting game. Most of the action takes place either on the outside or the inside surface of a cylindrical pipe. As the tiny ship speeds down the track, it will encounter a number of obstacles and enemies, which need to be avoided or destroyed with incredible speed. Players can also control the speed of the ship to a certain degree, although the later levels get quite speedy. Players rotate the ship quickly around the narrow track, speeding around and over various obstacles and taking out some nasty enemies.





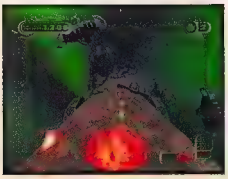
The weapons and power-ups are illustrated with some spectacular effects, like fireballs and energy blasts.

The controls of the ship are simple, yet the player actually has a great deal of movement. In addition to the horizontal movement across the surfaces of the cylindrical track, the ship can perform flipping barrel-roll jumps to evade enemies, as well as stand on its side to squeeze through tight openings. A number of power-ups improve the weaponry of the ship, but increased speed and number of enemies will offer an equal challenge.

This game offers the kind of simple and addictive gameplay that made some of the classic arcade games (like Tempest, Defender and Asteroids) so popular. This gives the game a very "old-school" feel, which should appeal to gamers who grew up in the early days of the arcade era. In addition, the speed and quality of the graphics and the high-energy soundtrack should make this a decidedly "next-generation" title.

Anyone looking for a simple, addictive, challenging game will want to take a look at Nanotek Warrior. ■

The action gets more intense as the player progresses.



THE RUNDOWN

THEME	Action
# OF PLAYERS	1
# OF LEVELS	10
CHALLENGE	Difficult
PUBLISHER	Virgin

ALLIED GENERAL

REPORTING FOR DUTY ON THE PLAYSTATION™ GAME CONSOLE!

PANZER GENERAL took the gaming world by storm. It established an entirely new game category, prompting *Computer Gaming World* to call it, *"...such fun that even non-wargamers are likely to find themselves hooked."*

Now, prepare to become an ALLIED GENERAL. Volume II in SSI's premier *5-Star Series*™ has you in its sights — and this time the battlefield is the state-of-the-art PlayStation™ game console!

Like its award-winning predecessor, success depends on your effectiveness as a leader. Play 3 campaign games as an American, British or Russian General against the German army. Or choose over 35 scenarios that let you play as either the Allied or Axis side. Watch your forces grow with each victory. Use new troop types such as Finnish ski troops. Engage in a little conjecture: several what-if scenarios include Churchill's never-realized invasion of Norway — *Operation Jupiter.*

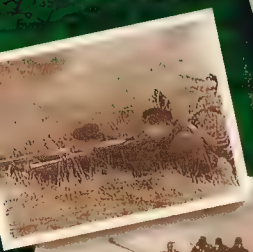
With so many choices, your abilities will be tested as never before! All of this and more await your challenge.

Welcome to the next generation of strategy gaming!

PlayStation

5-STAR SERIES

Visit us on the world wide web:
www.ssionline.com



ALLIED GENERAL.
The excellence continues.

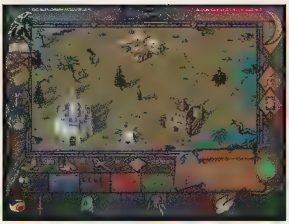
To Order: call 1-800-601-PLAY with Visa/MC (North America only).

ALLIED GENERAL and PANZER GENERAL are trademarks of Strategic Simulations, Inc. ©1996 Strategic Simulations, Inc. MINDSCAPE Company. All rights reserved. PlayStation™ and the PlayStation™ logo are trademarks of Sony Computer Entertainment, Inc.

SSI

A MINDSCAPE® COMPANY

MAGIC: the Gathering



The rules of the Magic: The Gathering card game will be followed to the letter.

PlayStation owners soon will be able to experience all the fun of Magic: The Gathering without having to deal with greasy card shop owners. Acclaim has obtained the rights to Magic: The Gathering, the fantasy card game that has sold more than 1 billion cards worldwide, and is adapting the popular license to the PlayStation. Additionally, a comic book version, published by the newly formed Acclaim Comics, is in the works and will share an integrated story line with the video game. Together the PlayStation game and the comic will expand upon the fantasy world created by the card game, maintaining the feel and the rules of the amazingly popular game.

The PlayStation game will offer players a base deck of 220 interactive cards in addition to special cards from the upcoming Mirage expansion series. As players cast cards, each spell will come to life in spectacular 3-D animations only the PlayStation can deliver. Magic: The Gathering also has customizable creature and spell combinations allowing a greater range of attacks and increasing the depth of gameplay.

Players can choose from two exciting modes of play: Duel and Campaign. Duel Mode offers intense head-to-head action in the vein of the card game, while Campaign Mode introduces the game's story elements. Players will be transported to the war-ravaged world of Corondor, where they will struggle to defeat competing factions and bring peace to the land. In this way, the game will manage to incorporate both the strategic elements of the card game while introducing a true RPG feel which should appeal to gamers who may not be as familiar with the card game.

Additionally, PlayStation owners will be able to save their customized armies onto a memory card, allowing them to easily take the fun over to a friend's house. Thus, the PlayStation game will retain the competitive feel of the card game while updating and illustrating the battles in a way that the card game could never do. Acclaim also claims "characters (and their built-up powers) will be transferable to future sequels" allowing gamers' favorite characters to live on.

Acclaim already scored an impressive coup by obtaining the rights to publish games based on TSR's popular Dungeons & Dragons' Ravenloft series, and their version of Magic: The Gathering may prove to be even more successful. Fans of fantasy and strategy games will want to keep their eyes open for this one. ■

Players will have the opportunity to watch the encounters between the various characters in the Magic universe. This should add a greater degree of depth and action to a "two-dimensional" game.

THE RUNDOWN

- THEME: Strategy/RPG
- # OF PLAYERS: 1 or 2
- # OF LEVELS: N/A
- CHALLENGE: Moderate
- PUBLISHER: Acclaim

NECRODOME

ACTUAL GAME SCREEN

NECRODOME™ is real-time, 3D, futuristic motorized mayhem. Drive a powerful, armored vehicle bristling with mega-weapons. Win or die in 30 extremely daunting arenas.

Cooperative play lets two players man a single vehicle — one can drive and the other can blast anything that moves! If your ride gets thrashed, don't give up — run for your life, commandeer another vehicle or continue the battle on foot!

Head-to-head and cooperative play via modem and network has never been easier. Boot up, log on and head out for more gut wrenching action than you can handle!

NECRODOME.
The Drive to Survive.

Windows 95 and PlayStation CD-ROM

MINDSCAPE

An SSI Product from

DEVELOPED BY RAVEN SOFTWARE

PlayStation

MATURE M

ESRB

©1996 Mindscape, Inc. All rights reserved. Mindscape is a registered trademark and its logo and Necrodome are trademarks of Mindscape, Inc. Windows is a trademark of Microsoft Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. All other trademarks are the property of their respective holders. Call 1-800-771-3772 for information on Game Ratings.

CASTLEVANIA 5

Konami's 8-Bit legend continues into the next generation

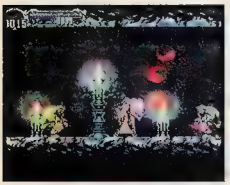
One of the most successful and best-loved console titles is making the move to 32-Bit early in 1997 when Konami releases Castlevania 5 on the PlayStation.

Retaining the classic side-scrolling gameplay of the previous versions, Castlevania 5 will exploit the capabilities of the PlayStation with beautifully rendered backgrounds and characters. In addition, the storage capabilities of the CD format should make for a very, very large game.

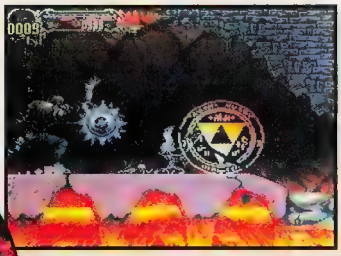
Your character will once again begin the game with his basic weapon, the whip. This time around, however, players will be able to upgrade this standard weapon to include new weapons such as swords of varying strengths. Your character will even be able to acquire a shield to protect him from enemies' attacks. In addition to these basic weapons, players will be able to continue to collect power-ups and special weapons throughout the course of the game, like the daggers, boomerangs and firebombs found in the original. Of course, hearts will be scattered throughout the levels to improve the health of the character.

The graphic and sound abilities of the PlayStation will allow for realistic water and fire effects, as well as special treats like morphing and interactive backgrounds. It seems your character will also be able to use various types of magic, giving developers an opportunity to throw in some nifty effects which will really show off the power of the PlayStation.

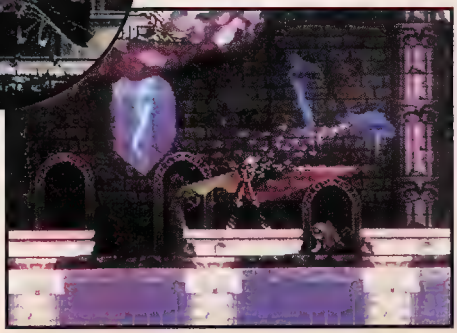
As one of the "second generation" titles for the PlayStation, Castlevania 5 should prove impressive in terms of graphics and music. But it is the classic gameplay of the original Castlevania that will sell this updated version. Although some 32-Bit updates of 8- and 16-Bit titles have proved disappointing, the magic of Castlevania should carry it well into this new era of video gaming. As long as Konami retains the quality of the previous titles, this one will be as successful as every Castlevania game so far. ▲



Gamers will encounter all sorts of enemies in Castlevania 5, all beautifully illustrated, showcasing the power of the PlayStation.



Players will need to contend with all sorts of obstacles, both mechanical and magical, in their quest to defend the Belmont family name.



ON THE MENU

- **THEME** Adventure
- **# OF PLAYERS** 1
- **# OF LEVELS** N/A
- **AVAILABILITY** 1st Qtr. '97
- **DEVELOPER** Konami

THE GAMES YOU WANT THE PRICES YOU NEED

Playstation

"D"	49.99
11on 11: Sgt. 7th Guard	42.99
3D Baseball	49.99
3D Golf	42.99
A Train	41.99
Ace Combat	49.99
Alien Str ker	49.99
Alien Trilogy	49.99
Alien vs Pred	49.99
Allied General	46.99
Aquanaut's Holiday	49.99
Assau t Rigs	49.99
Atlantis	46.99
Be Jitsler Championships	46.99
Bases Loaded	49.99
Batt e Arena Toshinden	49.99
Batt e Arena Toshinden 2	49.99
Beyond the Beyond	49.99
B ading Dragons	46.99
Bogey: Dead 6	49.99
Bottom of the 9th	49.99
Bre'e Dead 13	49.99
Breath of Fire III	49.99
Broken Helix	42.99
Bubsy 3D	49.99
Burning Road	46.99
Buse a Move 2	39.99
Buster Bros Collection	45.99
Carnage Heart	49.99
Casper	49.99
Castle of the Damned	49.99
Castlevania: Symphony of	44.99
Chess Master	46.99
Chronicles Of The Sword	49.99
City of Lost Children	49.99
Clock Tower	49.99
Cold Fear	
Colonies Leg. of War w/3Glasses	48.99
Colossus	34.99
Cyber Speed	49.99
Cyberia	49.99
Cybersled	43.99
Dawn of Darkness	45.99
Darkstalkers	49.99
Dark Sun	49.99
Dead in Bed	49.99
DEFCON 5	49.99
Demon Driver	49.99
Descent	49.99
Destruction Derby	49.99
Destruction Derby 2	49.99
D scworld	49.99
D scworld 2	49.99
Doom	49.99
Dream Knight	49.99
Earthworm Jim 2	49.99
Epidemic	49.99
Extreme Pinball	41.99
Fade To Black	45.99
Fa ts, The	49.99
Final Doom	49.99
Fox Hunt	42.99
Geom Cube	47.99
GEX	49.99
Gex: Storm Soccer	42.99
Goalie Magic	45.99
Grand Theft Auto	49.99
GT Sports Basketball	49.99
Gunship	49.99
Hera's Adventures	46.99
Ht Octane	49.99
Hyper 3D Pinball	49.99
Impact Racing	49.99
In The Hunt	49.99
Incredible Crisis in Space	49.99
Island Of Dr. Moreau	45.99
Jayhawk	49.99
Johnny Bazookatone	45.99
Jumping Flash	49.99
Jump rig F lash 2	49.99
Jupiter Strike	49.99
K-1 Super Kick Boxer	49.99
K ssk The DNA Imperative	49.99
King's Field	49.99
Kr sby	49.99
Legacy of Kain	47.99
Legend of Dragoon	49.99
Lemmings 3D	46.99
Lethal Enforcers 1&2	46.99
Loaded	46.99
Mag c Carpet	49.99
Major Damage	49.99
Marvel 2099	49.99
Mass Destruction	49.99
MLB Pennant Race	49.99
Mechwarrior 2	49.99
Midnight Ra	42.99
Mk Ti ogy	54.99
NBA Pennant Race	49.99
Monster Farms	49.99
Mortal Kombat 3	49.99
Myst	49.99
NBA Hangtime	46.99
NBA in the Zone	42.99
NBA in the Zone 2	43.99
NBA Jam TE	49.99
NBA Live 96	49.99
NCAA Basketball Final Four	44.99
Need For Speed	49.99
NFL Gameday	49.99
NFL QB Club 95	49.99
NHL Face Off	49.99
NHL Face Off '97	49.99
NHL Open Ice	46.99
NHL Powerplay	49.99
Novastorm	49.99
Off World Interceptor	49.99
One de Soccer	49.99
Panzer General	49.99
Pare Performance	49.99
Perfect Weapon	49.99
PGA Tour 96	49.99
Philosoma	49.99
Philly & the Brain	49.99
Pitfall	49.99
Power Move 3D Tennis	49.99
Power Soccer	49.99
Powerslave	47.99
Primal Rage	49.99
Project Overkill	45.99
Psych c Detective	49.99
QAD	49.99
Rage Racer	49.99
Rave Pursu t	49.99
Rayman	49.99
Reasoning	49.99
Red Asphalt	49.99
Re aded	49.99
Resident Evil	
Return Fire	49.99
Return To Zork	47.99
Revolution X	49.99
Ridge Racer	49.99
Ridge Racer Revolution	49.99
Robo Pit: The Resurrection	49.99
Road Rash	49.99
Robotron	49.99
Rodney Matthews	49.99
Romance: K'ngdom 3	49.99
Samurai Shodown Blade of	49.99
Sentient	49.99
Shanghai: Triple Threat	28.99
Shellshock	49.99
Shelling Sword	45.99
Shokanda	46.99
Side Pocket	49.99
Skeleton Warriors	47.99
Slayer	49.99
Slou Edge	44.99
Slayer Dr ftsh	45.99
Space Hulk: vengeance	47.99
Spawn	49.99
Speed King: Road Rage	42.99
Spot Goes to	42.99
Star Glad ator 3 D	49.99
Star Trek Generations	49.99
Star Wars: Rebel Assau	49.99
Starblade	49.99
Street Fighter Alpha	49.99
Street Fighter Alpha 2	49.99
Street Fighter The Movie	49.99
Strike Point	46.99
Strike Point 2	49.99
Sub Culture	49.99
Surfers	49.99
Syndicate Wars	49.99
Tekblox	49.99
Tekken	43.99
Tekken 2	49.99
Tempest X	49.99
Tenka: The Alley	49.99
Tenka	49.99
The Hive	47.99
Theme Park	51.99
Thunder Stormsaod Derby	49.99
Thunder Truck Rally	49.99
Tiny Tank	43.99
TNN Outdoor Bass '96	49.99
Tobal No 1	49.99
Tokyo Highway Battle	49.99
Track & Field	46.99
Triple Play 97	49.99
True Pinball	39.99
Twisted Metal	49.99
Twisted Metal 2 Word	49.99
V-sebaall	49.99
Virtual Tennis	45.99
V-Tuoso	45.99
Treasure Shark: Special	37.99
Unch on	54.99
Vabana	49.99
Cybersled	49.99
V-R-T Tower	49.99
Warhammer: Fan asy Battle	49.99
Williams Arcade's Great Hits	47.99
Wing Commander III	49.99
Wipeout XL	49.99
World Cup Golf: Racing Vette	49.99
Worldwide Soccer Pro Ed	49.99
Worms	49.99
WWF Wrestlemania Arcade	48.99
Zero Divide	49.99
Zork Nemesis	49.99

Game Boy

4 in 1 Fun Pack	24.99
4 in 1 Fun Pack 2	24.99
Aladdin	31.99
Asteroids & Missile Command	28.99
Bases Loaded	24.99
Centipede & Millipede	28.99
Ca ge Stem	29.99
Contra	29.99
Cutthroat Is and	29.99
Defender & Joust	25.99
Donkey Kong	25.99
Donkey Kong Land	31.99
F. Thomas-B g Hurt BB	26.99
Gargoyle's Quest	28.99
Jeopardy	25.99
Jeopardy Sports	28.99
John Madden '96	31.99
John Madden '95	31.99
Jungle Book	29.99
Killer Instinct	31.99
Kirby's Block Ball	31.99
Kirby's Dream Land 2	29.99
Kirby's Pinball	29.99
Legend of Zelda	29.99
Link's Awakening	29.99
Mario & Picross	29.99
Metroid 2	25.99
Mortal Kombat 3	29.99
Monster Truck Wars	29.99
Ninja Gaiden	31.99
Nintendo Cup '96	31.99
NBA Jam Tournament ED	31.99
Nolan Ryan Baseball	29.99
Pac-Attack	29.99
Pac-Man Special	29.99
Pinball Deluxe	25.99
Pitfall	31.99
Power Mission	29.99
Power Ranger Movie	31.99
Prince of Persia	31.99
Ren & Stimpy: Quest F	25.99
Star Wars	29.99
Tetris Blast	29.99
Tetris Plus	29.99
Tetris 2	24.99
Tetris Attack	31.99
Tiny Toon Adventures	29.99
Toy Story	31.99
Vegas Stakes	29.99
Wario Blast	29.99
Wario Land 2	29.99
World Series	29.99
Zoop	29.99

Saturn

"D"	49.99
3D Soccer	42.99
Alien Trilogy	49.99
Alien vs Pred	49.99
Area 51	48.99
Astal	49.99
Battle Arena Toshinden	49.99
Bebu Blues	38.99
Bases Loaded 96	55.99
Battle Monster	39.99
Blue ng Dragons	48.99
Bram Stoker's	49.99
Bubble Bobble	39.99
Bust A Move	39.99
Buster Bros. Collect on	45.99
Casper	49.99
Castlevan a Dracula X	42.99
Clockwork Knight	42.99
Congo The Movie	49.99
Creature Shock: Special	37.99
Crypt	51.99
Cyberia	49.99
Cybersled	49.99
D & D Tower	49.99
Deadly Skies	49.99
Decathlete	44.99
Defcon 5	49.99
Descent	46.99
Die Hard Trilogy +3 great each	49.99
Dragon's Lair	49.99
Dragons Lair2 TimeWarp	49.99
Earthworm Jim 2	47.99
F1	48.99
FIFA Soccer	49.99
Fox Hunt	51.99
Frank Thomas Big Hurt	29.99
Gex Sky Fight	46.99
Golf	48.99
Guardian Heroes	47.99
Hang On Gp Bm	49.99
Hang On GP	49.99
Hardcore 4x4	44.99
Hyper 3D Pinball	44.99
Hyper Duel	49.99
Iron Man XO Manowar	49.99
Jumping Flash	49.99
Jeopardy	49.99
Johnny Bazookatone	48.99
Jumping Flash	49.99
Last Bronx	49.99
Legacy Of Kain	46.99
Legend of Oasis	52.99
Lemmings 3D	51.99
Mansion Of Hidden Souls	34.99
Mass Destruction	49.99
Maximum Surge	49.99
Mega Pinball	49.99
MLBPA Bottom of The N uh	49.99
Mortal Kombat I & II duo	39.99
Myst	49.99
Nba Action '96	49.99
NFL QB Club 95	49.99
NHL Powerplay	49.99
Need For Speed	49.99
NFL QB Club 96	49.99
Olympic Soccer	49.99
Pebble Beach Golf Links	49.99
Panzer Dragoon 2 Zwei	46.99
Pebble Beach Golf Links	43.99
Pc Dashuto	44.99
Powerslave	49.99
Primal Rage	49.99
Prince of Persia	49.99
Psych c Detective	49.99
Puzzle Bobble	49.99
Rampart	49.99
Rayman	49.99
Real Pinball	49.99
Return Fire	49.99
Ridge Racer	49.99
Robotica	49.99
Sega Ages	49.99
Sega Rally	49.99
Shellshock	49.99
Shinobi X	49.99
Skeleton Warriors	49.99
Slam Jam	49.99
Solar Eclipse	49.99
Street Fighter Alpha	49.99
Street Fighter The Movie	49.99
Striker '96	49.99
Super Puzzle Fighter II	49.99
Tempest X	49.99
Tetris Plus	49.99
Theme Park	49.99
Three Dirty Dwarves	46.99
Thunder Truck Rally	49.99
Tilt	49.99
Tomb Raider	49.99
Top Gear 3000	49.99
Total Eclipse	49.99
Toy Story	49.99
Ultimate Mortal Kombat 3	49.99
Ultimate Mk3	49.99
Vampire Hunter	49.99
Victory Goal	49.99
Virtua Cop	49.99
Virtua Cop 2	49.99
Virtua Fighter 2	49.99
Virtua Fighter Kids	49.99
Virtua Racing	49.99
Wing Arms	49.99
Wing Commander III: Heart	49.99
Worms	49.99
WWF Arcade	49.99
X-Men Children of the Atom	49.99

Super NES

Aero the Acrobat	27.99
Al Unser's Road to the Top	49.99
B O B	29.99
Bass Masters Classic Pro	57.99
Big Sky Trooper	26.99
Breath of Fire	49.99
Castlevania Dracula X	49.99
Castlevania IV	34.99
Chrono Trigger	49.99
Demon's Crest	49.99
Dig & Spike Volleyball	34.99
Donkey Kong Country 2	59.99
Dungeon Master	54.99
Earthworm Jim 2	57.99
Final Fight	24.99
Final Fury 2	34.99
Final Fight 3	49.99
Final Fight Guy	49.99
Gekeng a Khan 2	49.99
Go Go Ackman	49.99
Ignition Factor	29.99
Jack Nicklaus Golf	49.99
Joby & Scratchy	34.99
Legend of the River King	29.99
Lufia 2	49.99
Mario Is Missing	49.99
Mario Paint	24.99
Mega Man X2	49.99
Mortal Kombat 3	49.99
Mortal Kombat II	43.99
Pac-Attack	44.99
Pac-Man 2: The New Adv	43.99
Pagemaster	49.99
Pinball Dreams 2	49.99
Prehistorik Man	49.99
Rock N Roll Racing	49.99
Run Saber	49.99
Sampras Tennis '96	49.99
Secret of Evermore	49.99
Secret of Mana	56.99
Sim City 2000	49.99
Sonic Blastman	49.99
Sonic Blastman 2	49.99
Spankster	52.99
Sport Goose 2 No-ysnood	39.99
Star Fox	29.99
Super Bomberman	49.99
Street Hockey 95	29.99
Super Bases	35.99
Stunt Race FX	29.99
Super Adventure	49.99
Super Battle Tank 2	56.99
Super Bomberman 2	49.99
Super Chase HQ	39.99
Super Mario Kart	29.99
Super Tennis	49.99
Super Pinball: Behind the Ma	53.99
Super Soccer Champ '95	49.99
Tecmo Super Bowl	49.99
Tetris Plus	49.99
The Horde	49.99
Tiny Toon Adventures	49.99
Three Dirty Dwarves	46.99
Thunder Tank Eng ne	29.99
Tiny Toon: Buster Busts	21.99
Wario's Woods	49.99
Wayne's World	29.99
WCW Superbrawl Wrestling	51.99
Weapon Lord	54.99
Wheel of Time is Carmen S	33.99
WWF Raw	29.99
WWF Royal Rumble	49.99
WWF Wrestlemania Arc	29.99
Yoshi's Cookie	54.99
Young Merlin	39.99
Zero the Kamikaze Squir	49.99
Zombies Ate My Neighbors	18.99

3DO

11th Hour The Sequel	49.99
20th Century Almanac	19.99
A Line in the Dark (1 & 2)	19.99
Battle Chess	19.99
Blade Force	20.99
Burning Soldier	22.99
Cannon Fodder	32.99
Casper	42.99
Corpse Killer	24.99
Creature Shock	49.99
Cyberdillo	42.99
Cyberia	42.99
Dragon's Lair II	48.99
Dreams Paranoia Sale or T	11.99
FIFA Int'l Soccer	17.99
Flying Nightmares	28.99
Gex Win 3DO (2 plays)	49.99
Gridders	21.99
Immercenary	28.99
Incred ble Machine	11.99
Jeff Gordon Off Ro	23.99
Jeopardy	49.99
Jurassic Park	28.99
Killing Time	23.99
Lost Eden	34.99
Man sc Pack (4 games)	49.99
Olympic Soccer	49.99
Return Fire	19.99
Star Fighter	28.99
Star Wars Rebe Assaul	49.99
Star ker '95	49.99
Star Blade	24.99
Star Control 2	24.99
Super Wing Commander	29.99
Syndicate	39.99
Twisted: The Game Show	21.99
Ultima Mons. Combat 3	49.99
Versha e Forces	49.99
Wheel of Fortune	19.99
Who Shot Johnny Rock	19.99
Wolfenstein 3D	19.99
World Cup Golf	23.99

Genesis

6 Pack	42.99
Age of Batman & Robin	52.99
Aladdin	29.99
All-Amer ica	29.99
Arcade Classics 1	20.99
Barkley: Shut Up and	49.99
Barney's Hide And Seek	15.99
Bases Loaded	29.99
Beavis And Butthead	29.99
Boogerman	29.99
Bubsy II	25.99
Castlevania: Bloodlines	39.99
Chester Cheetah	29.99
Clayfighter	39.99
Ca ge Stem	39.99
Cool Spot	49.99
Crystal's Pony Tales	44.99
Cutthroat Island	48.99
Dark ness	49.99
Dennis The Menace	29.99
Dr. Robotn k	19.99
Earthworm Jim 2	57.99
Ecco The Dolphin	24.99
Ecco: Tides of Time	24.99
Fantastic Adv. of Dinny	29.99
Fatal Fury	39.99
Frank Thomas Baseball	50.99
Garfield	39.99
Gargoy s	39.99
Gen Manning Tour '96	29.99
Incred ble Hulk	26.99
Jeopardy Sports Ed tion	29.99
John Madden 95	27.99
Judge Dredd	29.99
Justice League	39.99
King of The Monsters	29.99
King of The Monsters 2	34.99
Lion K ng	49.99
Magic Schoo Bus	49.99
Marsup ami	29.99
Max mum Carnage	29.99
Mega Games	49.99
Mickey Man a	22.99
Mickey Mouse: Castle of	39.99
Monst r Kombat	49.99
Mortal Kombat 2	59.99
Mortal Kombat 3	59.99
Nickelodeon Ren Monster	49.99
Phantom 2040	49.99
Pokemon	59.99
Power Rangers-Movie	36.99
Power Rangers	29.99
Revolution X	57.99
Rise 2	54.99
Road Rash 2	44.99
Robocop 3	29.99
Robocop vs. Terminator	32.99
Rocket Knight Adventures	28.99
Rocketship Adventures	16.99
Romance of The 3 Kingdom	59.99
Samurai Shodown	29.99
Shinobi 3: Return	30.99
Simpsons: Virtual Bart	34.99
Sonic Spinball	39.99
Sonic The Hedgehog	19.99
Sonic The Hedgehog 2	19.99
Sonic The Hedgehog 3	39.99
Spiderman/X-Men Arcad.	32.99
Spot Goes to Hollywood	39.99
Star Trek-Deep Space	44.99
Streets of Rage	19.99
Streets of Rage II	27.99
Streets of Rage 3	57.99
Super Battle Tank	49.99
Syndicate	49.99
Terminator	36.99
Terminator-Arcade	27.99
Terminator 2: Judgement	27.99
The Tick	21.99
Tiny Toon Adventure	22.99
Tiny Toon Adv's Bas 86	54.99
Toe Jams & Earl II	29.99
Trolls: Laura's Baseball	33.99
Tony LaRussa Baseball	28.99
Toy Story	29.99
Toys	29.99
Urban Strike	49.99
VR Trooper	49.99
Wimbledon	56.99
Weaponlord	59.99
WWF Super Wrestlemania	27.99
WWF Wrest mania Arcade	39.99
X-Men 2: Clone Wars	44.99
X-Men 2	29.99
Zero the Kamikaze Squir	54.99
Zombies Ate My Neighbors	21.99

EVERY CURRENT TITLE AVAILABLE CALL FOR PRICES

Systems/Access.

PLAYSTATION

Game Shark System	$52.99
PSX Memory Card 15 Blocks	22.99
Memory Card + 120 Blocks	29.95
Game Shark	57.99
PSX Standard Controller	14.99
PSX Advanced Controller	16.99
PSX Ultra Controller	19.99
Multi Tap	29.99
Link Cable	15.99
MadCatz Steering Wheel	64.99
Mouse	16.99
Sony Double Flight Stick	
Qual Vortex	
Asci Joy Stick	39.99
Cont Speed Joy Stick	49.99

SATURN

Core System	199.99
Arcade Racer Steering Wheel	237.99
Arcade Racer Steering Wheel	89.99
Memory Back-Up	49.99
Memory Cards	39.99
Glare Shade	57.99
RF Unit	19.99
Sega Virtua Stick	49.99
Control Pad	44.99
Advanced Controller	19.99

MULTISYSTEM

The ARCADER CONTROLLER by MAS. More than an arcade joy-stick!	119.99
Pelican Dedicated system add	39.99

SUPER NINTENDO

Core System	99.99
AV Cable	15.99
RF Unit	19.99
NES Control er	19.99

GENESIS

Core System	99.99
AV Cable	15.99
RF Unit	19.99
Control Pad	19.99

GAME BOY

Core System	49.95

3DO

Panasonic System w/Gex Cont	CALL

CALL FOR LATEST WE'LL ALWAYS HAVE THE HOTTEST NEW ITEMS

GIFT CERTIFICATES AVAILABLE!

Give the gift that everyone wants.

$20 min. Available in $10 increments.

TRUE ARCADE CONTROLLER by MAS *More than an arcade joy-stick!*

A true arcade fighting gaming experience as close-up machine and wooden arcade base. Available for the Playstation, Sega, Genesis, SNES and Saturn all in a single stick in one!

$119.99

GOOD STUFF CHEAP

Call now for a FREE catalog
WE SHIP GLOBALLY!

SHIPPING: UPS ground service 1-2 games $4 3-4 games $6
FedEx 2nd day service 1-2 games $6.50 3-7 games $7.50

California residents add 7.25% sales tax

CALL 7-7pst 7days FAX: (415) 893-8190 or send MAIL ORDER TO:

P.O. BOX 2708, NOVATO, CA 94948

Video Game **DISCOUNTERS**

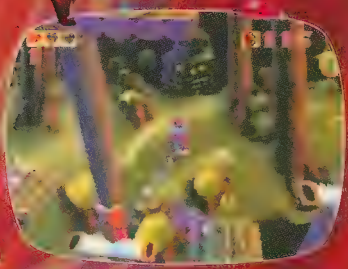
415 893 8188

Call Now Order Now Call Now Call Now

SAVE$SAVE$SAVE$

124
SEGA
K-A
AGES 8+
Check out our new website at http://www.crystald.com

Just cause he's a joker doesn't mean he plays with a full deck.



Rake up to 3 friends in multiplayer fracas, choose your weapon and battle your four team of fiendish clown warriors, Nikki, Fargus and Ed – an acrobatic wizard, a clinically insane genius and his demented partner in crime. Then ultimate challenge, 25 levels of their deranged kingdom while shape shifting into 2 breathtaking dragons or raging rhinos. Our freestyle 3D Camera cranks out the ultimate blend of brilliant visuals and knock out perspectives. So just sit back and go loco for a ride, it's pure rocket fun!

Pandemonium!™

CRYSTAL DYNAMICS

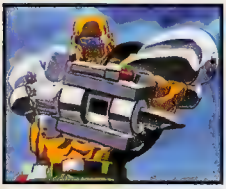
PlayStation™

Soon Available on PC CD-Rom

PSYCHIC FORCE

Taito and Acclaim bring 3-D fighting into a whole new arena

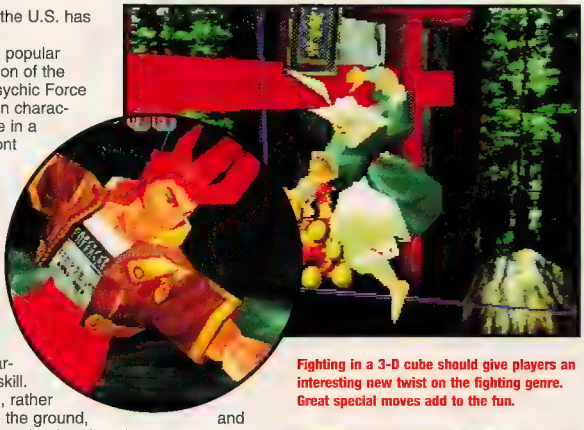
Acclaim is translating one of Japan's most popular fighting titles when they release the American version of Taito's Psychic Force on the PlayStation. Slated for release in the first quarter of



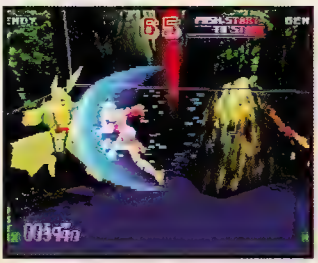
1997, Psychic Force should prove to be one of the most interesting and innovative fighting games the U.S. has ever seen.

Based on the popular Japanese cartoon of the same name, Psychic Force features polygon characters doing battle in a 3-D arena in front of a beautifully rendered background. What makes this game different from other 3-D fighters, however, is the fact that each of the nine characters possesses a particular psychic skill. Because of this, rather than fighting on the ground, the players go head to head while levitating within a cube of psychic energy. This is as 3-D as it gets, with players dashing above, below and all around their opponents. When the combatants are at close quarters, players are able to execute devastating punch and kick combos, often backing their opponents against the "wall" of the cube and thus giving them no place to run. At greater distances, players rely on a number of psychic and projectile attacks, such as fireballs and lightning bolts.

As might be expected, fighting in extreme 3-D will probably take some seasoned players awhile to get used to. Nevertheless, any fan of fighting games will want to check this game out when it finally hits store



Fighting in a 3-D cube should give players an interesting new twist on the fighting genre. Great special moves add to the fun.



ON THE MENU

THEME
Fighting

 # OF PLAYERS
1 or 2

 # OF LEVELS
N/A

AVAILABILITY
1st Qtr. '97

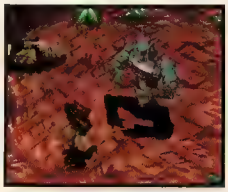
DEVELOPER
Taito

PITFALL 3D

Harry swings onto the PS

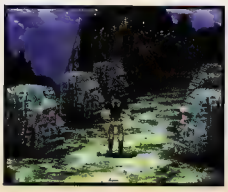
One of the most colorful and infamous characters in video game history has packed his gear and is plotting a course for the Sony PlayStation. In Pitfall 3D, Pitfall Harry journeys to the lost world of Djinn, located in a parallel universe. Djinn's freakish inhabitants have learned about the existence of Earth and are planning an invasion. Harry must thwart their plans and return to his home the dimensional gate closes forever.

Players can expect many familiar play mechanics, such as vine swinging, alligator hopping and boulder dodging, which have been an integral part of the series since its inception; however, 32-Bit technology finally allows the type of nonlinear level exploration Activision has wanted to deliver for a long time. Harry also must defeat seven fierce Bosses in hand-to-hand combat if he hopes to make it home.



Pitfall 3D will be the first title in the successful and long-lived series to feature hand-to-hand fighting.

Activision scored an impressive coup by luring some of the gaming industry's rising stars aboard the Pitfall 3D design team. Members of Sega's Virtua Fighter team and several designers of LucasArts' successful Star Wars game series used their polygon artistry and rich storytelling abilities to bring the mythical world of Djinn to life. ▲



ON THE MENU

- **THEME** Action
- **# OF PLAYERS** 1
- **# OF LEVELS** N/A
- **AVAILABILITY** March
- **DEVELOPER** Activision

Get High!

Old games leave you feeling flat? Jump into **true 3-D adventure** with ***Floating Runner*** – just look before you leap!

- 14 breathtaking 3-D levels
- 2 characters & 7 different worlds to choose from
- Unique special weapons & items

Floating Runner

PlayStation

Visit your local retailer or call 1-818-879-5728 for orders only

For game tips on our products, call 1-900-370-HINT

$.85/min. (automated) • $1.15/min. (live 1pm-5pm PST)
Must be 18 years of age or have parental permission.
Touch-tone phone required.

www.tha.com Kokopelli digital studios T-HQ

UNDER CONSTRUCTION

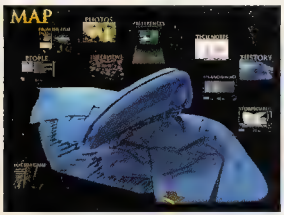
INDEPENDENCE DAY

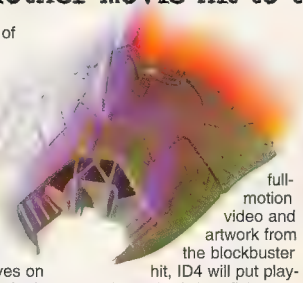
Fox Interactive brings another movie hit to the PlayStation

Ever since *Close Encounters of the Third Kind* graced movie screens across the country, the realm of science fiction was dominated by sensitive, caring stories about peaceful contact with alien races.

Then, in the summer of '96, *Independence Day* came along and changed all that forever.

Lovers of this particular brand of science-fiction action will certainly rejoice when Independence Day (ID4) arrives on the PlayStation in the second quarter of 1997. Implementing full-motion video and artwork from the blockbuster hit, ID4 will put players into a jet fighter flying over the streets of America. Your mission? Take out as many hostile aliens as possible. One thing's for sure: This ain't no *Starman*! ▲

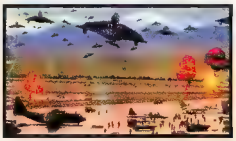




Players will be able to take on a number of different vessels and creatures from the blockbuster film.

ON THE MENU

- THEME: Action
- # OF PLAYERS: 1 or 2
- # OF LEVELS: 16+
- AVAILABILITY: 1st Qtr. '97
- DEVELOPER: Radical

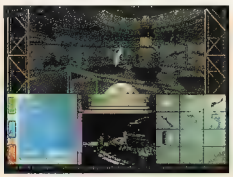


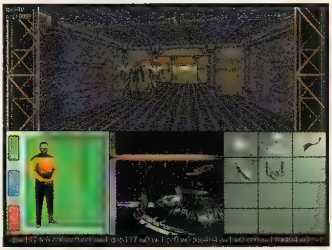
STAR TREK GENERATIONS

A new Star Trek adventure? Microprose says, "Make it so."

Many *Star Trek* buffs were sorely disappointed when *Star Trek: The Next Generation* aired its final episode. But when the rumors were confirmed that the cast was making the leap to the big screen in *Star Trek: Generations*, die-hard *Trek* fans recognized that this film would mark the beginning of a new era. In the second quarter of 1997, another milestone will be reached when Star Trek: Generations arrives for the PlayStation.

Featuring the actual voices of all major cast members, Generations will loosely follow the story line of the film. The player's mission is to stop the scientist Soran from unleashing mass destruction in his mad quest to return to the Nexus. With first-person levels, RPG-like elements and even scenes where players get to pilot the Enterprise in combat, Star Trek: Generations should satisfy fans looking for the next *Trek* experience. ▲





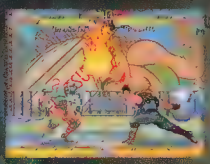
Take on the role of any major cast member in the exploratory levels.

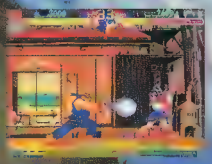
ON THE MENU

- THEME: Adventure
- # OF PLAYERS: 1
- # OF LEVELS: N/A
- AVAILABILITY: 1st Qtr. '97
- DEVELOPER: Microprose

SUDDENLY, THINGS ARE GETTING PERSONAL.

It's your reputation on the line. And time to leave your mark in this perfect translation of the #1 arcade phenomenon. On your side is the innovative custom combo system, now allowing you to link together your own series of brutal attacks. You'll need every possible advantage to take on a total of 18 fighters, the most ever in Street Fighter legend. Remember, hesitation is deadly. Because in the end, it's all about who's the last one left standing.





STREET FIGHTER ALPHA 2

CAPCOM

© CAPCOM CO., LTD. 1996 © CAPCOM U.S.A., INC. 1996 ALL RIGHTS RESERVED. STREET FIGHTER ALPHA 2 is a trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Sega Saturn is a trademark of Sega Enterprises, Ltd. www.capcom.com

STRATEG
X-TRA

TOBAL No.1

SQUARE'S FIRST FIGHTER ARRIVES!

by Mike Vallas and Gary Mollohan

The first 32-Bit title by Square is out and—Surprise!—it's a fighting game! Promising greater creative freedom, Square lured several star developers from prominent design teams at Sega and Namco into their fold, and Tobal No.1 is the first fruit of their efforts.

One of the most immediately striking things about Tobal No.1 is its graphics. Composed of relatively simple shaded polygons, Tobal's characters, designed by legendary manga artist, Akira Toriyama, have almost a retro look highly reminiscent of the first Virtua Fighter. This allowed the developers to achieve an extremely high frame rate while utilizing the PlayStation's High-res Mode. It also allowed the designers to include realtime 3-D backgrounds, which are lacking in most other fighters.

Another immediately noticeable aspect of Tobal is its grappling system, which is more complex than any other fighting game to date. Depending on what angle you approach your opponent, your character will perform either a headlock, an armbar, a waistlock or a straight-ahead grapple. From each of these holds, the player may perform an impressive array of throws, trips, tugs and reversals.

These qualities make Tobal one of the most technically challenging and unique fighting games around.

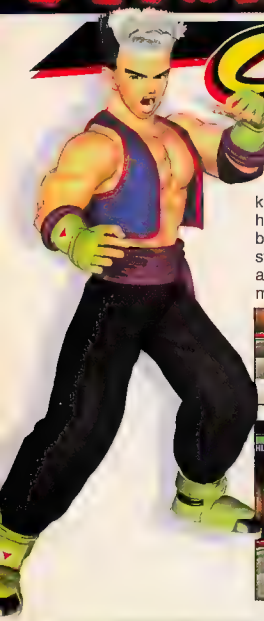
Move Definitions

U - Up, D - Down, F - Forward, B - Back,
H - High Attack = Square,
M - Medium Attack = Triangle,
L - Low Attack = X,
G - Guard = R1, J - Jump = L1

(ws) - While standing
(away) - Face away from your opponent
(turns) - Turns you away from your opponent
[] - Moves inside brackets are optional
_ - represents "or"

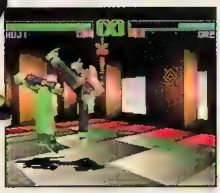
STRATEGY X-TRA

CHUJI-WU



Chuji attacks best with his lightning-fast feet. In addition to his kicking combos, he possesses a breakdance-like leg sweep, a flip kick and a punishing mule kick.

Use Chuji's breakdance leg sweep to surprise opponents who like to block high.

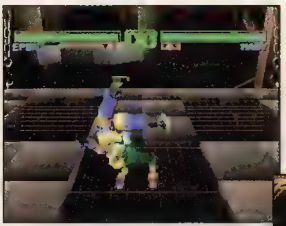


Shoulder Throw	G+M
Bulldog	Headlock, G+M
Arm Breaker	Armlock, G+M
Body Toss	Waistlock, G+M
Body Press	F, G+M
Trip Slam	F. Push, G+M
Side Body Toss	S. Pull, G+M
Rolling Throw	B. Pull, G+M
Reverse Body Press	B. Pull, B, G+M
Neck Toss	F. Push, B, G+M

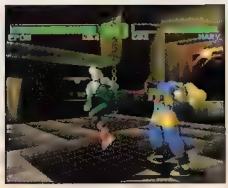
Two Wind Spiral	H, H, H
Double Spinning Kicks	G+H, [H]
Crescent Kick	Crouch+H, [M, M]
Double Front Kicks	(ws) M, M
Spread Backhand	F+M
Backflip Kick	B+M
Mule Kick	(away) M) (F, F+M)
Backhand	(B+H (turns) (U+H (turns you left) (D+H (no turn))
Backflip	B, B+M
Breakdance	(B+L) (D+L, [M (Start Spin)]
Leg Sweep	F+L (turns if missed
Sliding Low Kick	Run, L, [L] [M, M]
Jumping Spin Kick	Run, H
2 Punches, Gut Punch	H, H, M
Punch, Mid Kick, Sweep	H, M, L
2 Punches, Sweep	H, H, L
Low Kick, Mid Kick	L, M, L
Low Kick, 2 Mid Kicks	L, M, M
Low Kick, Sweep	L, L
Sweep	G+L

EPON

Epon has a graceful, acrobatic fighting style. Her double flying kicks and aura rain connect twice in the air for big damage. She would be an excellent choice for Virtua Fighter fans who like Sarah and/or Pai.



Exploit Epon's speed when fighting larger opponents. Here her aura rain rocks Mary.



Shoulder Throw	G+M
Falling Slam	Headlock, G+M
Arm Throw	Armlock, G+M
German Suplex	Waistlock, G+M
Wheel Throw	B, G+M
Falling Rotted Tree	F. Push, G+M
Flip Throw	F. Push, B, G+M
Body Toss	S. Pull, G+M
Rolling Throw	B. Pull, G+M
R.Shoulder Throw	B. Pull, B, G+M

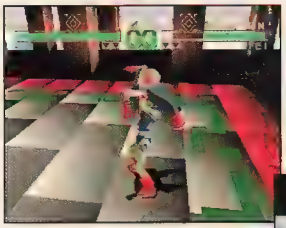
Aurora Rain	F, F+M
Aurora Salute	B+M
Slant Roll	F, F+L, [H]
Double Flying Kicks	F, F+H
Drop Kick	F+H (turns)
Tornado Hammer	(away) M
Rising Knee	B+H
Jumping Side Kick	B, B+H
Sliding Uppercut	B, B+M
Sliding Side Kick	(U, U+M) (D, D+M)
Spinning Mule Kick	F+M
Backhand Sweep	(F+L) ((away) L)
Spin Back Kick	G+H, [L] [M, M] [M, L]
Sweep	G+L
2 Punches, High Kick	H, H, H
Punch, 2 Mid Kicks	H, M, M
Big Combo 01	H, H, M, M
Punch, Mid Kick, Sweep	H, M, L
Low Kick, 2 Mid Kicks	L, M, M
Big Combo 02	L, M, H
Low Kick, Mid Kick, Sweep	L, M, L

Spinning Power Bomb	G+M
Twisting Neck Throw	Headlock, G+M
Arm Breaker	Armlock, G+M
Body Lift	Waistlock, G+M
Brilliant Severe Driver	F. Push, G+M
Body Toss	S. Pull, G+M
Rolling Throw	B. Pull, G+M
D.D.T.	B. Pull, B, G+M
Flip Toss	F. Push, B, G+M

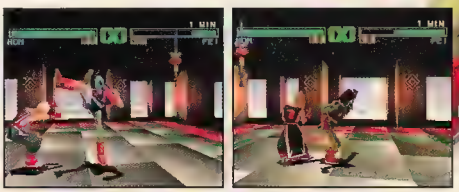
Shut Down	D+J+G
Screw Punch	G+H, M
(Press M infinitely for many punches)	
Guru Guru Punch	M, H (interrupt H with L)
Hi Ho Hi Ho	F+L, L M
Mt. Fuji Kick	B+M, [M L]
Distant Arrow Drop	M, M
Mixed F.Kicks	F+M, M (Can kick infinitely by alternating attack heights after second M, but every other attack is M)
Spinning Punch	F, F+H
Back Flip	(ws) M, [L (To three times), M]
Sweep	G+L
2 Punches, Jump Kick	H, H, H
Punch, Mid Punch, Sweep	H, M, L
2 Punches, Gut Punch, Uppercut	H, H, M, M
Punch, 2 Gut Punches	H, M, M

HOM

Hom is the clown of the game. His dis-jointed body can spin and contort in unnat-ural and amusing ways. Use his unorthodox kick and punch combos to baffle your opponent.



Hom's stomps and kicks are strange, but they also have great range, as Fei discovers.



FEI-PUSU

Fei is the game's cliché crafty old man. Being small and agile, Fei is a hard target to hit. Fight defensively with his spring kick and leaping demolishing attack.

Fei's leaping demolishing attack can be withheld until the exact moment you wish.

Surface Spin	G+M
Reverse Surface Spin	B, G+M
Arm Spin	Armlock, G+M
Twisting Neck Throw	Headlock, G+M
Twisting Body Toss	Waistlock, G+M
Heli Wheel	B. Pull, G+M
Reverse Throw	B. Pull, B, G+M
Body Toss	S. Pull, G+M
Trip Slam	F. Push, G+M
Windmill Toss	F. Push, B, G+M

Demolishing Attack	B+M [tap M, M]
Flying Front Kicks	F, F+M, M, [M L]
Falling Body Leg Sweep	B+L, L
Whirlwind Leg	Crouch+H
Spinning Wrap Up	Run, M
Backhand	F+H, [M, M]
Spinning Hook Kick	F, F+H, [B]
Spinning Jump Kick	B+H, [M]
Low Front Kick	F, F+L
Spring Kick	F+M
Backflip	(away), M
Backflip Kick	B, B+M, [L, L]
Twisting Low Kick	F+L, L, [M]
Crouched Mid Kick	(ws) M
Leaping Demolishing Attack	(ws) B+M
Cartwheel Kick	(ws) F+M
2 Punches, Spin Hook Kick	H, H, H, [B]
2 Punches, Backflip	H, H, M
Punch, Mid Kick, Sweep	H, M, L

STRATEGY X-TRA

OLIEMS

Power Bomb	G+M
Moon Dive	Headlock, G+M
Arm Breaker	Armlock, G+M
Knee Slam	Waistlock, G+M
Kientakku Breaker	B, G+M
Trip Slam	F. Push, G+M
Rolling Throw	B. Pull, G+M
Body Toss	S. Pull, G+M
Giant Swing	F. Push, B, G+M
D.D.T.	B. Push, B, G+M

Oliems kicks slowly but has great hand speed. Use punches to get inside for one of his powerful throws.

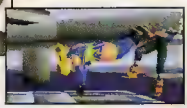
Oliems' throws are among the most powerful. Punish opponents whose combos fall short.

Cutter Hook	F+H
Snipe Shot	F, F+M, [M]
Tiger Thrust	F+M, M
Gazeru Upper	B+M, M, [M, M]
M.Gun P	B (hold)+H, H, H, H L (P/S)
B.Hand	(B, B+H (turns)) (F, F+H (no turn))
Backflips	(away) M (repeat infinitely)
Lunging Right Hook	B, B+M (U, U+M or D, D+M, feint repeatedly)
Screw Kick	Run, M
Sweep	G+L
Jumping Knee Bash	(ws) B+M
3 Punches	H, H, H
Punch, Spin Kick	H, M
2 Punches Crescent Kick	H, H, M (ws) F+M, [M]
Headbutt	(After HB, one flap for every M.)

MARY IVONSKAYA

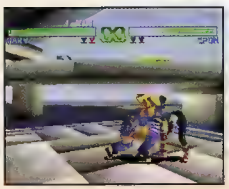
Mary could easily pass as Wolf Hawkfield's big sister. Players who like a wrestling style of fighting will like her powerful dropkicks and throws.

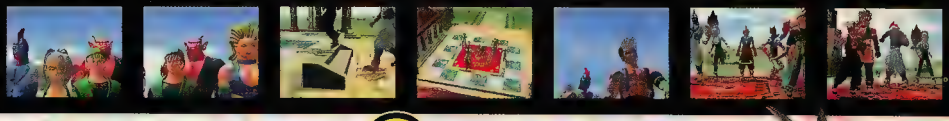
Atomic Drop	G+M
Power Bomb	F, G+M
Twisting Neck Throw	Headlock, G+M
Arm Breaker	Armlock, G+M
Suplex	Waistlock, G+M
Pendulum	F. Push, G+M
Giant Swing	F. Push, B, G+M
Body Toss	S. Pull, G+M
Rolling Throw	B. Pull, G+M
D.D.T	B. Pull, G+M



Mary has a full arsenal of wrestling throws, including a powerbomb, a suplex and a DDT.

Drop Kick	F, F+H
Sobat	G+H
Knuckle Bomb	F+M
Russian Lariat	B+M
Tornado Hammer	Run, M
Right Hook	B+H, [M]
Power Lariat	B, B+M
Boot	F, F+M
Ankle Kicks	F+L, [L, L] [M, M] [M, H]
Fast Backhand	(ws) M, [M]
Sweep	G+L, [M]
3 Chops	H, H, H
Punch, Backhand, Sweep	H, M, L





Power Bomb	G+M
Body Lift	Waistlock, G+M
Twisting Neck Throw	Headlock, G+M
Arm Breaker	Armlock, G+M
Trip Slam	F. Push, G+M
Rolling Throw	B. Pull, G+M
Body Toss	S. Pull, G+M
D.D.T.	B. Pull, B, G+M
Giant Swing	F. Push, B, G+M

Wild Rush	H, H, H
Rock Buster	B+M, [L] (After M, press H for kick)
Punch, R.Buster, ShinKick	H, M, L
Double Left Hammer	F+M, M
Mad Kick	H, L, H
Heitoro Rush	H, L, L, L, H
Rock Crusher	(ws) M, M (pause after initial headbutt for multi-headbutting)
Tail Whip	B+H
Uppercut	B, B+M
Low Punch	F+L, [L] [M, M] [H, M]
Right Hook	G+H, [L] [M, M] [H, M]
Tail Sweep	G+L, [M, M, M]
Punch, Spinning Back Kick	H, M, H

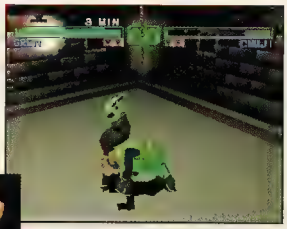
ILL GOTA

Ill has stunning speed considering his size. His combos have excellent reach, particularly those that finish with a tail whip.

Use Ill's tail whip to keep aggressive throwers at bay. Then move inside with a combo.

GREN KUTS

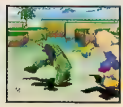
Gren has perhaps the best mix of punches and kicks of any character found in Tobal No.1. Players who love to mix up attacks will be drawn to him.



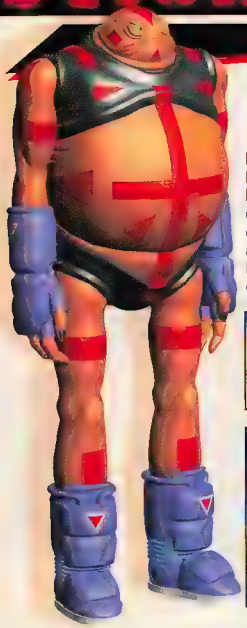
Gren has some blindingly fast combos. Note the simulated motion blurring below.

Body Slam	G+M
Head Slam	B, G+M
Crank Spin	B. Pull, G+M
Body Toss	S. Pull, G+M
Trip Slam	F. Push, G+M
Neck Throw	F. Push, B, G+M
D.D.T.	B. Pull, B, G+M
Arm Breaker	Left Grab, G+M
Neck Throw	Right Grab, G+M
Suplex	Back Grab, G+M

Casual Kick	F+L
Right Blaster	F+M
Big Ben	F+H
Royal Rorusu	B, B+M, [B] [M] [L, M]
S. High Kicks	G+H, H, [H] [M, M] [M, L]
Rising High Kick	Crouch+H
Gut Punch	B+M, [L] [M]
Lunging Gut Punch	B+M, F
Middle Spin Kick	F, F+M
Leaping Right Blaster	(ws) F+M
Feint Sweep	B+L, F, [M]
Lunging Backflip	(ws) B+M
Sweep	(G+L, [M]) (F, F+L, [M])
Punch, Gut Punch, Uppercut	H, M, M
2 Punches, High Kick	H, H, H
2 Punches, Gut Punch	H, H, M
Punch, Gut Punch, Sweep	H, M, L
2 Punches, Casual Kick	H, H, L



STRATEGY X-TRA



MUFU

Mufu likes to use his lanky limbs and bizarre spins to disorient his opponent. Once his attacks are learned, he presents little challenge.

Fortunately, Mufu telegraphs many of his attacks, so you can really see them coming.

Piledriver	G+M
Twisting Neck Throw	Headlock, G+M
Arm Breaker	Armlock, G+M
Suplex	Waistlock, G+M
Trip Slam	F. Push, G+M
Body Toss	S. Pull, G+M
Rolling Throw	B. Pull, G+M
D.D.T.	B. Pull, B, G+M
Giant Swing	F. Push, B, G+M

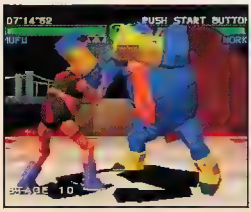
Handstand Kick	B+H
Double Smash	F+H, [H, H, H]
Side Kicks	B+M, M, M
Double Uppercut	B, B+M
Spread Smash	F+M
Sliding Low Kick	F+L, [L, L] [M]
Mule Kick	(away) M (you stay turned)
Pirouette Kick	G+H
Sweep	G+L
Low Kick, Handstand Kick	L, H
Whack a Mole	H, H, H
Goose Step	M, M, M

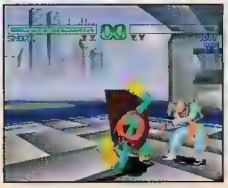
NORK

Although Nork may resemble Yogi, he certainly isn't smarter than the average bear. His main strategy is to force his opponent out of the ring sumo-style. Use the up and down directionals to escape his rushes. Circle around to his exposed flank, then unload with your biggest combo.

Power Bomb	G+M
Twisting Neck Throw	Headlock, G+M
Arm Breaker	Armlock, G+M
Suplex	Waistlock, G+M
Body Toss	S. Pull, G+M
Rolling Throw	B. Pull, G+M
Trip Slam	F. Push, G+M
Giant Swing	F. Push, B, G+M
D.D.T.	B. Pull, B, G+M

Right Hook	B+H
Spinning Uppercut	B+M
Sitting Smash	F+M, [M] (M infinite)
Big Uppercut	B, B+M
Lunging Low Punch	F+L, [L] [M] [H, M]
Power Punch	G+H, [H, M]
Sweep	G+L
2 Jabs	H, H
Double Uppercut	(ws) M





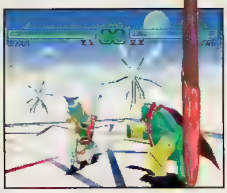
Piledriver	G+M
Twisting Neck Throw	Headlock, G+M
Arm Breaker	Armlock, G+M
Suplex	Waistlock, G+M
Flip Throw	F, Push, G+M
Giant Swing	F, Push, B, G+M
Rolling Throw	B, Pull, G+M
D.D.T.	B, Pull, B, G+M
Body Toss	S, Pull, G+M

Hopping Spinning Hook Kick	B+H
Spinning Kick	F+H (tap H for delay)
Jumping Backhand	F+M
Backflip Kick	B+M (repeat infinitely)
Forward Flip	F, F+M, [M]
Shoulder Charge	B, B+M, [M, [M, [M]]] (interrupt B+M with M for Dropkick)
Dropkick	(away) M
Spin B.hand	(away) H (will stay turned)
Sweep	(U D F B)+L
Alternate Sweep	G+L
Low Shoulder Charge	B, B+L
Low Dropkick	F, F+L, [M, [M]]
Charging Backflip	(ws) M
Flying Stomp	(ws) B+M
Turning Flip	(ws) F+M (turns)
One-Two Punch	H, H
Punch, Gut Punch	H, M
Spinning High Kicks	G+H, H, [L (turns), [(ws) M]] [M]

EMPEROR UDAN

Take the fight to Emperor Udan before he can bring it to you. His attacks are too hard to block.

Emperor Udan uses all three dimensions to his advantage. He likes to circle his opponents, searching for any weakness, then strike with cobra speed.



ENTER THE QUEST MODE

In addition to the Tournament Mode, Tobal No.1 has a Quest Mode, filled with all the puzzles, traps and monsters players have come to expect in a Square role-playing game.

Another exciting aspect about the Quest Mode is that once players defeat a monster, it becomes a selectable character in the Tournament Mode, greatly expanding the roster.

ITEMS TO FIND

Big Bread: Will restore a majority of your health.

Small Bread: Pick this up to restore partial health.

Big Meat: Increases your life and defense.

Small Meat: Increases your life and attack.

Small Cake: It has the effects of the small bread.

Crystals: These crystals will give you more money.

Joi Pot: Useful item to throw at switches.

Lanterns: Get this in order to view the entire map.

Molmarians: Like the other cyrstals, but less.

Dynamite Cherry: Hyper mode for 18-sec duration.

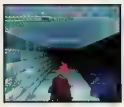
Pot: You can use this to store items.

Skull: Hurl this skull at nearby enemies.

Scales: Increases the strength of other items.

Utilize the moves you mastered in the Tournament Mode to defeat the monsters.

Monsters appear as small fires in the distance to disguise their identities.



FACT FILE

THEME	Fighting
# OF PLAYERS	1 or 2
# OF LEVELS	11
CHALLENGE	Moderate
PUBLISHER	SquareSoft

TORI

Tobal contains a hidden version of the game's character designer, Akira Toriyama!

Tori may be small, but he's also very quick.

TECMO'S

Invitation to Darkness

Are you smart enough to pass the Tecmo's Deception Examination?

You have been wrongly convicted of murdering your father and are about to be burned at the stake. By the power of darkness you have been delivered from your death. How far are you willing to go to save you life?

1. Who are you going to trap and kill?
   a) All of the intruders.
   b) Some of the intruders.
   c) Just the intruders you don't like.
   d) Just the intruders who piss you off (like Yurias).
   e) Most of the above.

2. How are you going to trap and kill the intruders?
   a) Spike them from the wall.
   b) Crush them with the Stomp.
   c) Zap them with the Volt Cage.
   d) Use Mind Kill.
   e) Most of the above.

3. What are you seeking?
   a) Revenge.
   b) Vengeance.
   c) Redemption.
   d) Acquittal.
   e) All of the above.

3. Are you really...
   a) A good guy.
   b) A bad guy.
   c) A victim of circumstance.
   d) A wimp.
   e) All of the above.

For the answers see the Tomco Super Bowl ad in this same magazine.

TECMO'S DECEPTION IS NOT FOR THE LIGHT HEARTED.
Tecmo's Deception contains satanic references and may not be appropriate for some individuals. You have been warned!

If you haven't played Tecmo's Deception, you haven't DIED yet!

© Tecmo, Ltd. 1996 TECMO® is a registered trademark of Tecmo, Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.
THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION.

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501 Phone (310) 787-2900

DECEPTION™

COMING IN OCTOBER
$59.99 OR LESS

cut here

TECMO'S DECEPTION™
RESERVATION/DEPOSIT FORM:

Dear Retailer:

The customer whose name and address is listed below wishes to place a non-refundable deposit on Tecmo's Deception. Please contact your local game distributor and/or your central buying office for specific instructions.

Name _____ Amount of Deposit $ _____

Address _____ Store Stamp or Receipt

City _____ State _____ Zip _____

Phone Number _____

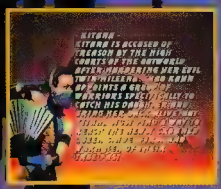
Reserve me ____ copy(s) for the Sony PlayStation™

TECMO®

Visit Tecmo Interactive at: http://www.tecmo.co.jp

STRATEGY X-TRA

MORTAL KOMBAT TRILOGY



Old players resurface to join the new, in the quest to dethrone the formidable Shao Kahn and his minions.

FACT FILE

- THEME: Fighting
- # OF PLAYERS: 1 or 2
- # OF LEVELS: N/A
- CHALLENGE: Variable
- PUBLISHER: Williams Ent

MOVE GUIDE

MOVES

- - Forward
- - Back
- - Up
- - Down
- HK - High Kick
- HP - High Punch
- LK - Low Kick
- LP - Low Punch
- H - Hold following button down
- BLK - Block
- R - Run

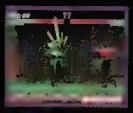
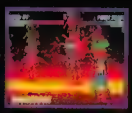
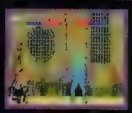
FINISHING MOVES

- C - From Close
- F - From Far
- S - From Sweep
- A - From Anywhere

The karnage kontinues! MK Trilogy brings the best characters from the past and combines them with the latest combatants. With new moves and 32 characters to choose from, MKT proves to be the hottest game in this series.

One of the coolest features is the addition of the Aggressor Mode. This meter builds at the bottom of the screen and when it is full, allows your fighter to inflict heavier damage.

Not enough? New-and-improved Brutalities have been added to give you the opportunity to really make your opponents pay. All of the Boss characters are playable, giving you the chance to use their awesome powers. Don't think that Williams left out all of those juicy Kombat Codes. There are over 40 codes listed for you to check out, from level selects to Psycho Kombat. All of the characters' moves have been covered, including their "-Alities" and combos. Veterans will get into their favorite characters, while new MK players may want to try out someone like Liu Kang or Sonya. These two fighters will give you a chance to learn the MK combo system. The fate of the world lies in your hands.

KAIN

Control Ball: D, DF, F, HP
Lightning: D, B, HP
Teleport Kick: D, HK
Combo 1: HP, HP, LP, HP
Combo 2: HK, HK, LK, HK, B, HK
Fatality 1: C F, F, D + HP
Brutality: HP, HP, BLK, LK, HK, BLK, LK, HK, BLK, HP, LP
Friendship: D, F, F, F, LP
Babality: F, B, B, HP

JAX

Two Hammers: F, D, F, B, HP
Dashing Punch: F, F, HK
Gotcha Grab: F, F, LP
Gotcha Kick: H, LP Release
Quad Slam: Throw, tap HP
Backbreaker: BLK (in air)
Combo 1: HK, HK, D + HP, HP, BLK, LP, B + HP
Fatality 1: C HBLK, D, D, F, D
Fatality 2: F R, BLK, R, R, LK
Brutality: HP, HP, HP, BLK, LP, HP, HP, HP, BLK, LP, HP
Animality: HLP, B, F, D, F
Friendship: LK, R, R, LK
Babality: D, B, B, LK
Stage Kill: LP

BARAKA

Spark: D, DB, B, HP
Slicer: B, B, LP
Big Slash: D, HP
Top Spinner: F, D, DF, BLK
Combo 1: HP, HP, D, HP, F, HP
Combo 2: HK, HK, LK, B, HK
Fatality 1: S B, B, B, HP
Fatality 2: S B, F, D, F, LP
Brutality: HP, HP, HP, LP, LP, BLK, HK, HK, LK, LK, BLK
Babality: D, DB, B
Friendship: D, F, F, HK
Stage Kill: LK, R, R, R, R

JOHNNY CAGE

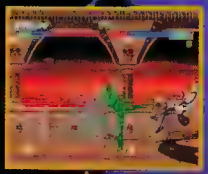
Low Fireball: LP
High Fireball: HP
Shadow Elbow: HP
Green Shadow Kick: LK
Red Shadow Kick: LK
Combo 1: HP, HP, LP, HP
Combo 2: HK, LK, HK, LK
Fatality 1: C LP
Fatality 2: F LK
Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP
Friendship: HK
Babality: LK
Stage Kill: BLK

JADE

Boomerang: S D, D, B, F, LP, HP, LK
Glow Slide: HK or LK, D, F, LK
P. Invincible: D, F, HK
Star w/Return: B, B, F, LP
Combo 1: HP, HP, HP, LP, LK, HK, HP, LK, HP, HK
Combo 2: HK, HK, LK, HP, HK
Fatality 1: C R, R, R, BLK, R
Fatality 2: C D, U, D, F, HP
Brutality: HP, LK, HP, LP, HK, HK, LK, BLK, HP, HK
Animality: F, F, F, R, LK
Friendship: B, D, B, B, HK
Babality: F, B, D, F, HK
Stage Kill: R, R, D, R

NOOB SAIBOT

Disabler: LP
Teleport PD: D, U
Shadow Throw: F, F, HP
Combo 1: HP, HP, D, LP, LK
Combo 2: HK, LK, LK, LK
Fatality 1: S B, B, F, F, HK
Brutality: HP, LK, LP, BLK, LK, HK, HP, LP, BLK, LK, HK
Friendship: F, F, B, HP
Babality: D, F, F, F, LP
Stage Kill: D, F, BLK



STRATEGY X-TRA

KANO

Blade Toss: [illegible] HP
Blade Uppercut: [illegible] HP
Cannonball: HLK [illegible]
Grab and Shake: [illegible] LP
Vertical Ball: [illegible] HK
Combo 1: HP, HP, HP, LP, HP, HP
Fatality 1: S LP, BLK, BLK, HK
Fatality 2: C HLP, [illegible]
Brutality: HP, LP, BLK, HP, BLK, HK, LK, BLK, HK, LK
Animality: HHP, BLK, BLK, BLK
Friendship: LK, R, R, HK
Babality: [illegible] LK
Stage Kill: [illegible]

KABAL

Eye Spark: [illegible] HP
Ground Blade: [illegible] R
Spin Dash: [illegible] LK
Combo 1: LK, LK, HP, HP, HP, HP
Combo 2: LK, LK, HP, LP, HP
Fatality 1: C R, BLK, BLK, BLK, HK
Fatality 2: F [illegible] BLK
Brutality: HP, BLK, LK, LK, LK, HK, LP, LP, LP, HP, LP
Animality: HHP, [illegible]
Friendship: R, LK, R, R, [illegible]
Babality: R, R, LK
Stage Kill: BLK, BLK, HK

CYRAX

Bomb Close: HLK [illegible] HK
Bomb Far: HLK [illegible] HK
Energy Net: [illegible] LK
Teleport: [illegible] BLK
Air Throw: [illegible] BLK, LP
Combo 1: HP, HP, HK, HP, HK, HP, HK
Fatality 1: C [illegible] R
Fatality 2: A [illegible] HP
Brutality: HP, HK, HP, HK, HK, HP, HK, LK, LP
Animality: [illegible]
Friendship: R, R, R, [illegible]
Babality: [illegible] HP
Stage Kill: R, BLK, R

KITANA

Fan Toss: [illegible] HP + LP
Fan Wave: [illegible] HP
Square Wave Punch: [illegible] HP
Combo 1: HP, HP, HP, LP, HP, HP
Combo 2: HK, HK, LK, HP, HK
Fatality 1: C R, R, BLK, BLK, LK
Fatality 2: C [illegible] HK
Brutality: HP, HP, BLK, HK, BLK, LK, BLK, LP, BLK, HP, BLK
Animality: [illegible]
Friendship: [illegible] LP
Babality: [illegible] HK
Stage Kill: [illegible]

ERMAC

Fireball: [illegible] LP
Teleport: [illegible] HP
Invisio Slam: [illegible] HK
Combo 1: HP, HP, HP, LP, HK, LK
Combo 2: HK, HK, LK, HP, HK
Fatality 1: C R, BLK, R, R, HK
Fatality 2: S [illegible] BLK
Brutality: HP, HP, LP, BLK, HK, LK, BLK, HP, LP, LK, HK
Animality: [illegible] LK
Friendship: [illegible] HK
Babality: [illegible] HP
Stage Kill: R, BLK, R, R, LK

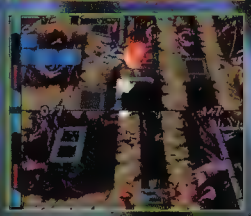
SURVIVAL IS SIMPLE, NEVER STOP RUNNING.

"While graphics powerhouses come and go it's titles like Grid Runner that focus on gameplay that have the potential to deliver long-term play to fans."

- Next Generation

"It's unique, challenging, and packed with addictive gameplay..."

-GAMEFAN



ALSO AVAILABLE FOR WINDOWS 95

GRID RUNNER

- Over 57 rounds of gameplay
- 15 monster opponents
- Two-player head-to-head action
- 28 independent two-player rounds
- Ability to perform different magical spells

©1996 VIRGIN INTERACTIVE ENTERTAINMENT, INC. and RADICAL ENTERTAINMENT, LTD. All rights reserved. Grid Runner is a trademark of Virgin Interactive Entertainment, Inc. and Radical Entertainment Ltd. Virgin is a registered trademark of Virgin Enterprises, Ltd. All other trademarks are the property of their respective owners.

WWW.VIR.COM

Virgin INTERACTIVE ENTERTAINMENT

Radical ENTERTAINMENT

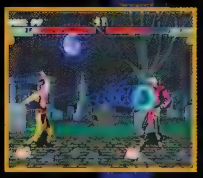
Designed for Microsoft Windows 95

SEGA SATURN

PlayStation

KOEI

STRATEGY X-TRA



KUNG LAO

Hat Toss: B, F, LP
Dive Kick: Jump, D, HK
Teleport: D, U
Top Spin: F, D, F, R (tap R)
Combo 1: HP, LP, HP, LP, LK, H
HB, HK
Combo 2: LK, LK, HB + HK
Fatality 1: S B, F, B, D, HP
Fatality 2: A R, BLK, R, BLK,
Brutality: HP, LP, LK, HK, BLK,
LP, LK, HK, BLK, HP
Animality: C R, R, R, R, BLK
Friendship: R, LP, R, LK
Babality: D, F, F, HP
Stage Kill: B, D, A, F, LK

SUB-ZERO (OLD)

Ice Blast: D, F, LP
Ground Freeze: D, B, LK
Slide: HD, BLK + LP, LK
Combo 1: HP, HP, HD, LP, HB, HP
Combo 2: HP, HP, LK, HB, HK, HB, LK
Fatality 1: C D, D, D, F, HP
Fatality 2: C D, F, F, F, HP
Animality: B, B, F, D, LP
Friendship: D, B, B, F, LK
Babality: D, B, B, HK
Stage Kill: F, D, F, F, HP

KANO (MK1)

Knife Throw: LK, LP
Flying Cannonball: Diagonal Circle
Spinning Blades: B, HP, HP, HP
for Upper
Combo 1: HP, HP, HP, HP
Combo 2: HK, LK, HK, F + HK
Fatality 1: S LP, BLK, BLK, HK
Brutality: HP, HP, BLK, HK, HK, LK
HK, HP, HP, LP, HP

REPTILE

Energy Ball: B, B, F, F, HP + LP
Acid Spit: F, F, HP
Invisibility: HBLK, D, HK
Slide: D, BLK, LP, HP
Elbow Rush: B, F, LK
Combo 1: HP, HP, HD, LP
Combo 2: HP, HP, HK, B + HK
Fatality 1: F B, F, D, BLK
Fatality 2: S F, F, U, U, HK
Brutality: HP, BLK, HK, HK, BLK, HP,
LP, LK, LK, BLK, BLK + LP
Animality: C D, D, D, U, HK
Friendship: C D, F, F, B, HK
Babality: F, F, B, D, LK
Stage Kill: BLK, R, BLK, BLK

JAX (MK2)

Sonic Wave: D, [illegible] HK
Gotcha Punch: F [illegible] LP
Ground Smash: LK [illegible] seconds)
Quad Slam: After [illegible] tap HP
repeatedly
Backbreaker: BLK [illegible]in)
Combo 1: HK, LK, LK, HK, LK
Combo 2: HP, HP, HP, B + LP,
B, LP
Fatality 1: C HLP [illegible] release
Brutality: HP, HP, HP, BLK, LP, HP
HP, HP, BLK, LP, HP
Friendship: [illegible] LK
Babality: [illegible] LK
Stage Kill: [illegible] LK

Only $49.95.
Call (800) 757-7707
Please mention Special Offer NP1610

IF THE THOUGHT OF 90,000 LBS. OF DOOR-TO-DOOR ROLLING THUNDER THRILLS YOU,

WAIT TILL IT'S IN YOUR LIVING ROOM.

NASCAR® RACING

For the PlayStation™ Game Console

NASCAR® Racing for the PC was the biggest racing game ever. Now it's available for the PlayStation™ Game Console.

Change tires, gears, suspension, and more to customize your car's performance in Sim mode.

- Totally realistic car physics
- Customizable Simulation Mode or hop-in and-start-driving Arcade Mode
- 1996 cars and drivers on 18 different tracks, including 2 fantasy tracks
- Night racing on 3 tracks
- Hard-rock soundtrack, realistic sound effects
- Officially licensed by NASCAR®
- Also available on PC and Macintosh

In car view puts you in the driver's seat. Rear view lets you see the big picture.

SIERRA®

For more information, see your local software dealer or visit us at http://www.sierra.com.

PlayStation™

AGES 6+

©Sierra On-Line, Inc.® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved. Papyrus and Papyrus logo are trademarks of Papyrus Design Group, Inc. PlayStation™ and the PlayStation™ logos are trademarks of Sony Computer Entertainment, Inc. NASCAR® Racing is officially licensed by NASCAR®.

STRATEGY X-TRA

MILEENA

Spit Throw: HHP
Sand Kick: F, F, LK
Roll: B, B, D, FP
Combo 1: HP, FP, HP, HK, HP, D, LK, LK, D, HK
Combo 2: HP, HP, HK, HK, D, HP, LK
Teleport 1: F, B, D, B + F, LK
Teleport 2: C, D, U, D + F, LP
Brutality: HP, LP, LP, HP, BLK, HK, LK, LK, HK, BLK, HP
Animality: F, D, D, F, HK
Friendship: Forward, B, F, HP
Babality: D, D, F, FP
Stage Kill: D, D, LK

LIU KANG

High Fireball: F, F, HP
Low Fireball: F, F, LP
Flying Kick: F, F, HK
Bicycle Kick: HLK, release
Combo 1: HP, HP, B, LP, LK, LK, HK, LK
Combo 2: HP, HP, HP, LP
Fatality 1: A, F, F, D, D, LK
Fatality 2: A, D, D, U, U
Brutality: HP, LP, LP, BLK, LK, HK, HK, LK, HK, LP, HP
Animality: C, D, D, F
Friendship: R, R, R, HD + F
Babality: D, F, D, HK
Stage Kill: F, BLK, BLK, LK

NIGHTWOLF

Arrow: C, B, LP
Rifle Uppercut: D, B, HP
Project Reflect: D, B, HK
Shadow Shoulder: F, F, LK
Combo 1: LK, HP, HP, LP, Axe, Axe, HK
Combo 2: HK, HP, HP, LP, HP, HK
Fatality 1: F, F, D, HP
Fatality 2: C, D, U, B, F, BLK
Brutality: HP, HP, HK, LK, LK, BLK, BLK, LP, LP, HP, HK
Animality: C, F, B, D
Friendship: R, R, R, D
Babality: F, B, F, LP
Stage Kill: R, R, BLK

RAYDEN (MK1)

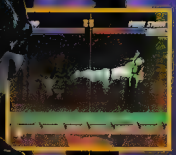
Lightning Bolt: D, HP, F, LP
Torpedo Dive: B, B, F
Teleport: D, U
Combo 1: HP, LP, HK
Combo 2: HP, D+ LP, D+ LP, D+ LP
Fatality 1: F, B, B, B, HP
Brutality: HP, HP, HP, HP, BLK, BLK, HK, HK, HK, BLK, LP, HP, HP

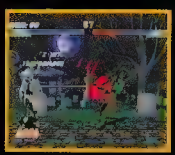
SMOKE

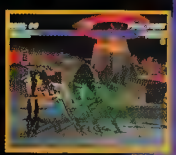
Spear: B, B, LP
Teleport Punch: F, F, LP
Invisibility: HBLK, HBLK, D, D, R
Air Throw: (Close) F, F, LP
Combo 1: HP, HP, LP, HK, LP
Combo 2: HK, HK, LP
Fatality 1: F, F, D, F, R
Fatality 2: S, R, R, BLK, D, D, F, D
Brutality: HP, LP, LP, HK, BLK, BLK, LP, LP, HP, HP, BLK, BLK
Animality: F, D, D, F, BLK
Friendship: F, B, F, R, HK
Babality: D, B, F, D, HK
Stage Kill: F, F, D, LK

RAYDEN (MK2)

Bolt: D, DF, F, LP
H. Dive: B, B, F
Shocker: HHP
R. Bolt: D, B, LP
Teleport: D, U
Combo 1: HP, HP, D, LP, LP
Combo 2: HK, HK, LK, B, HK
Fatality 1: C HHP (2 seconds)
Fatality 2: C HLK (2 sec.), BLK, LK
Brutality: HP, HP, LK, LK, LK, HK, LP, LP, LP, BLK, BLK
Friendship: D, B, F, HK
Babality: D, D, D, BLK
Stage Kill: D, D, D, HP







RS# 94

"Fascinating..."

"The Ultimate Discovery"

ARK of TIME™

BERMUDA TRIANGLE

3D Action adventure like you've never seen before! Journey with Kendall, Kendall, ace reporter with an attitude, in search for a world-famous missing

Poised on the brink of a major discovery, search legendary civilizations to stalk [illegible] ever [illegible]

Easter Island and finally the Lost City of Atlantis just to name a few. Join us for an adventure that crosses all boundaries!

Soon playing on a PlayStation near you.

SONY PLAYSTATION

Visit our web site at:
http://www.koeigames.com

KOEI

[illegible] Airport Blvd., Suite 425, Burlingame, CA 94010

Available at retailers nationwide. To order, call 415/348-0500.

Ark of Time is a trademark of KOEI Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. © 1998 KOEI Corp. All rights reserved.

STRATEGY X-TRA

SEKTOR

Homing Missile: F, F, LP
Dive Missile: F, F, LP
Teleport Punch: B, B, LP
Combo 1: HP, HP, HP, HP, D, HK
Combo 2: HP, HP, HD, LP
Fatality 1: D, F, R, R, BLK
Fatality 2: F, F, D, F, B, BLK
Brutality: HP, HP, HP, HP, BLK, LP, HP, HP, HP, BLK, LP, HP
Animality: B, R, R, D
Friendship: R, R, F, D
Babality: B, D, D, D, HK
Stage Kill: R, R, R, D

HUMAN SMOKE

Spear: B, D, LP
Teleport Punch: D, DB, B, HP
Air Throw (in air): B, F
Combo 1: HP, HP, B, LP
Combo 2: HP, HP, HP, B + HK
Fatality 1: D, R, BLK, R, R, HK
Fatality 2: F, F, B, R
Brutality: HP, LK, LK, HK, BLK, BLK, LP, LP, HP, HP, BLK
Friendship: D, R, D, R
Babality: D, D, D, R
Stage Kill: R, R, R, LP

SUB-ZERO (NEW)

Ice Ball: D, F, LP
Ice Shower: D, F, HP
Ice Shower Fight: D, R, R, HP
Ice Shower Back: D, R, F, HP
Ice Clone: D, R, LP
Slide: HK + BLK + LP + LK
Combo 1: HP, HP, LP, LK, HK, B+HK
Combo 2: LK, HK, HK, HK
Fatality 1: S BLK, BLK, R, BLK, R
Fatality 2: F, D, F, D, R
Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP
Animality: C HBLK
Friendship: LK, R, R, R
Babality: D, R, R, HK
Stage Kill: R, R, F, HD

STRYKER

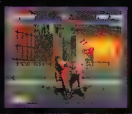
Uzi Grenade: D, R, LP/HP
Trashcan Trip: D, B, LP
Trashcan Throw: D, F, HK
Gun: B, F, HP
Combo 1: LK, HP, HP, LP
Combo 2: HP, HP, B + LP
Fatality 1: C, D, R, F, BLK
Fatality 2: F, F, D, LK
Brutality: HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK
Animality: S R, R, R, BLK
Friendship: LP, B, R, LP
Babality: R, R, R, HP
Stage Kill: D, D, D, HK

MOTARO

Grab Punch: F, F, HP
Teleport: D, U
Projectile: F, DF, D, DB, B, HK

SINDEL

Fireball: F, F, LP
Fireball: (in air) D, F, LK
Levitate: U, U, F, HK
Air Throw: F, F, F, HP
Combo 1: HK, HP, HP, HD, HP
Combo 2: HK, HP, HP, LP, HK
Fatality 1: S R, R, BLK, R, BLK
Fatality 2: C R, BLK, BLK, R + BLK
Brutality: HP, BLK, LK, BLK, LK, HK, BLK, HK, LK, BLK, LP
Animality: F, F, U, HP
Friendship: S R, R, R, R, R, U
Babality: R, R, R, U
Stage Kill: D, D, D, D, LP



SHANG TSUNG

Fireball: D, U, HP
2 Fireballs: B, B, F, HP
3 Fireballs: B, B, F, F, HP
Eruption: F, D, D, LK
Combo 1: LK, HP, HP, LP, B + HP
Combo 2: HK, HK, B + HK
Fatality 1: *C* HLP, D, F, F, D
Fatality 2: *C* HLP, R, BLK, R, BLK
Brutality: HP, BLK, BLK, BLK, LK, HP, LP, LP, BLK, HK, LK
Animality: *S* HHP, R, R, R
Friendship: LP, R, R, D
Babality: R, R, R, LK
Stage Kill: U, U, B, LP

SHEEVA

Fireball: D, F, HP
Ground Stomp: B, D, B, HK
Teleport Stomp: B, U
Combo 1: HP, HP, LP, HK, HK, LK, HB, HK
Combo 2: HP, HP, LP, HF, HP, HP, Fireball
Fatality 1: *C* HHK, D, F, F
Fatality 2: *C* F, D, B, F, LP
Brutality: HP, LP, BLK, LK, HK, BLK, HK, LK, BLK, LP, HP
Animality: *C* R, BLK, BLK, BLK, BLK
Friendship: F, F, D, F, HP
Babality: D, B, D, HB, HP
Stage Kill: [illegible], F, LP

SCORPION

Spear: B, B, LP
Teleport Punch: [illegible] HP
Air Throw: [illegible] BLK
F. Teleport Punch: D, F, HP
Combo 1: HP, HP, HK, HB, HK
Combo 2: HK, HK, LK, LK
Fatality 1: *F* [illegible] HK
Fatality 2: *C* [illegible] R
Brutality: HP, HP, BLK, HK, HK, LK, HK, HP, HP, LP, HP
Animality: *C* [illegible] HK
Friendship: *C* [illegible] LK
Babality: D, [illegible] HP
Stage Kill: [illegible] LP

SHAO KAHN

Laugh: D, D, HK
Taunt: D, D, LK
Fireball: B, B, F, LP
Hammer: B, F, HP
Shoulder Slam: D, DF, F, LP
Shadow Leap: D, DB, F, HP

SONYA

Energy Ring: B, F, LP
Energy Wave: F, F, HP
Leg Grab: HB, LP + BLK
Up Bicycle Kick: U, B, D, HK
Combo 1: HK, HK, HP, HP, LK, HB, HP
Combo 2: HP, HP, LP, HB, HP
Fatality 1: *A* D, F, D, B, R
Fatality 2: *F* HBLK + R
Brutality: HP, LK, BLK, HP, LK, BLK, HP, BLK, HK, LK
Animality: HLP, F, F, B, HP
Friendship: B, F, D, R
Babality: [illegible] LK
Stage Kill: F, F, D, HP

GORO

Teleport Stomp: F, F, HP
Hand Spin: B, B, F, HK
Fireball: D, B, D, HP
Taunt: D, D, LK

STRATEGY X-TRA

SHANG TSUNG'S MORPHS

Kitana: R, D, B, R
Reptile: R, BLK, BLK, HK
Sonya: D, R + LP + BLK
Jax: R, F, D, LP
Nightwolf: [illegible]
Jade: F, B, D, BLK
Scorpion: U, U, F, LP
Kano: B, F, BLK, [illegible]
Ermac: B, D, U
Mileena: R, BLK, HK
Johnny Cage: B, B, D, LP
Baraka: B, D, LK
Rayden (MK2): D, B, F, LK
Rayden (MK1): B, B, F, R
Rain: R, BLK, LK (fast)
Kano (MK1): BLK, B, D, F, U
Jax (MK2): D, F, B, HK
Classic Sub-Zero: BLK, BLK, R, R
Sub-Zero: F, D, F, HP
Sektor: D, F, B, R
Sindel: B, D, B, LK
Stryker: F, F, HK
Cyrax: BLK, BLK, BLK
Kung Lao: R, R, BLK, R
Kabal: LP, BLK, HK (fast)
Sheeva: HLK, B, D, F
Liu Kang: Counter Clockwise Circle
Kung Lao (MK2): B, D, B, HK
Robotic Smoke: F, B, LP
Goro: B, B, F, LP
Shao Kahn: U, F, HK
Motaro: F, D, B, HP
Kintaro: HLP [illegible]

KOMBAT CODE KEY

[illegible] = # of taps on LP, HP, LK for Player 1.
[illegible] = # of taps on LP, HP, LK for Player 2.

0 - 5
1 - MK
2 - 4
3 - 3
4 - ?
5 - 2
6 - 1
7 - 0
8 - [illegible]
9 - [illegible]

OTHER CODES

MESSAGES:
004-400 Watcha gun do?
448-844 [illegible]
123-926 No knowledge that is not power.
987-666 [illegible]
122-221 Skunky!!
282-282 [illegible]
550-550 Go see Mortal Kombat the live tour!

WINNER FIGHTS CODES:
033-564 Winner fights Shao Kahn
769-342 Winner fights Noob Saibot
205-205 Winner fights Human Smoke
969-141 Winner fights Motaro

KOMBAT CODES

999-999 [illegible]
466-466 Unlimited Run
688-422 Dark Lighting
033-000 Half energy player one
000-033 Half energy player two
707-000 Quarter energy player one
000-707 Quarter energy player two
010-010 Throwing encouraged
100-100 No throws
444-444 Randper Kombat
020-020 No blocking
788-322 Quick uppercut recovery
044-044 Sans power
897-123 No meters
642-468 Galaga
985-125 Psycho Kombat
300-300 Silent Kombat

LEVEL CODES

077-022 [illegible]
330-033 Jade's Desert
880-088 [illegible]
343-343 Roof
820-028 [illegible]
079-035 Street
933-933 [illegible]
666-333 Graveyard
680-040 [illegible]
004-700 Kahn's Kave
666-444 [illegible]
091-190 Bell Tower
002-003 [illegible]
050-050 Noob's Dorfen
880-220 [illegible]
123-901 Soul Chamber

YOU'VE MOVED UP TO 32-BIT TECHNOLOGY... ISN'T IT ABOUT TIME YOUR FAVORITE GAME DID, TOO?

"TETRIS IS REALLY THE CLOSEST TO VIDEO GAMING PERFECTION THAT ANYONE HAS EVER COME."
NEXT GENERATION

CLASSIC TETRIS IS NOW AVAILABLE ON PLAYSTATION AND SATURN!

FOUR EXCITING MODES:
- CLASSIC
- HEAD-TO-HEAD
- PUZZLE
- EDIT

NEVER ENDING CHALLENGES:
- MASTER 80 MIND-BLOWING PUZZLES
- DISCOVER 20 BONUS STAGES
- DESIGN YOUR OWN PUZZLE IN EDIT MODE

KIDS TO ADULTS
CONTENT RATED BY ESRB

JALECO USA INC 685 Chadwick Drive Wheeling, Illinois 60090
Visit Jaleco® http://www.jaleco.com

Tetris© 1987 E.org
Original Concept & Design by Alexey Pajitnov
Tetris Licensed to the Tetris Company and Tetris Plus Sublicensed to Jaleco Ltd
Tetris Plus© 1996 The Tetris Company
Tetris© & Tetris Plus™ Sublicensed to Jaleco, Ltd. by the Tetris Company
All Rights Reserved

Jaleco and Jaleco logo are trademarks of Jaleco Ltd. Sega and Saturn are trademarks of Sega Enterprises, Ltd. All Rights Reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC/UC DESIGNATION

JALECO
OFFICIAL SEGA SEAL OF QUALITY
SEGA SATURN
PlayStation

by Dindo Perez & Joe Rybicki

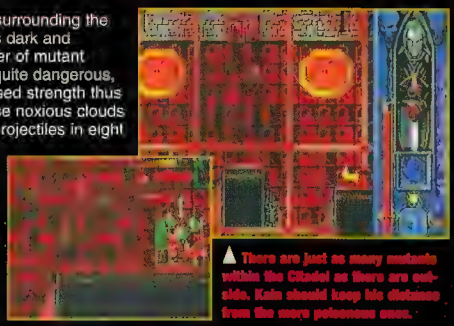
STRATEGY X-TRA

PART 2

...THE HUNT BEGINS: When we last left Kain, he had earned an audience with Vorador, the Eldest Vampire, in an attempt to enlist his aid in defeating Malek, the Ward of the Circle of Nine. With Vorador's Ring in his possession, Kain returned to the Circle to seek further counsel from Ariel. Upon his return, she informed him that three members of the circle had formed an unholy alliance in the far north of Nosgoth. Knowing that Malek would appear were any member of the Circle challenged, Kain set off for the top of the world to kill four birds with one stone.

DARK EDEN

Within the force field of magic surrounding the citadel of Dark Eden the land is dark and twisted. Populated by all manner of mutant creatures, the area can prove quite dangerous, even considering Kain's increased strength thus far. There are plants that release noxious clouds of gas, creatures which shoot projectiles in eight different directions, and giant beasts that spit poisonous fluids at Kain.



▲ There are just as many mutants within the Citadel as there are outside. Kain should keep his distance from the more poisonous ones.

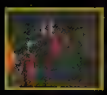
STRATEGY TIP: Beware the fat mutants that spit green fluid. If this touches Kain, his blood will turn green and dwindle rapidly. The only cure is the use of an Anti-Toxin artifact.

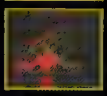
STRATEGY TIP: When dealing with the projectile beasts, wait for the pause between the shots to run in and hit with the Flame Sword.

THE CITADEL

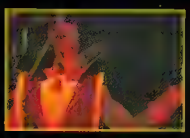
◀ Rune Sir Naturiel, DeJoule the Energist and Anarcrothe the Alchemist are behind the perversion that is Dark Eden.

The setup of the Citadel is fairly straightforward. Kain must travel down one main side passage in order to open the door on the other side. He must then travel down this passage in order to open the door in the middle. Although the hallways are littered with spike pits and floating spike balls, Kain can pass these if he judges the patterns correctly.



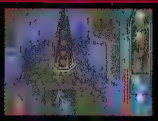


THE FALL OF MALEK: As soon as Kain comes upon the three magicians, Anarcrothe summons Malek and then vanishes. With one of the four already fled, Kain summons Vorador to deal with Malek. Kain will return later to pick up the pieces.

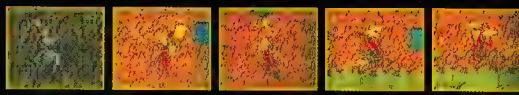


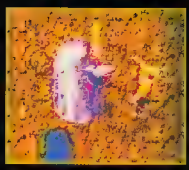
▲ In their second encounter, Malek makes the mistake of actually striking Vorador. He will not live to regret it.

SECRET MESSAGE: Soon after leaving Dark Eden, Kain will come to a locked area with a door that reads: "He will come when the moon is full and keys on evil deaths from the sky." If he returns at the proper time, he will find his most powerful offensive spell.



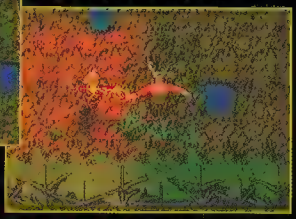
With Vorador left to take care of Malek, Kain pursues Bane and DeJoule into an area where they are forced to turn and face him. Bane, the manifestation of the Pillar of Nature, stands upon Earth, calling upon the forces of nature to aid him. Crying about how Kain is a perversion of nature, Bane races around the area, drawing deep wells of water from the Earth. These pools will cause Kain severe damage if he walks directly into them. The speed with which Bane moves will make it very difficult for Kain to corner him, and DeJoule's bolts of energy follow Kain about, providing an additional distraction. Kain must be both quick-witted and quick on his feet to defeat Bane.





STRATEGY TIP: In order to survive this battle, Kain must take into account the bolts of energy being hurled by DeJoule. The best strategy is to prepare the Repel spell to protect Kain from the energy bolts while he follows Bane around the arena, renewing the spell as it expires.

BANE



If Kain has managed to corner Bane and inflict sufficient damage, he will be rewarded with Bane's headdress. The Talisk which will restore the Pillar to its proper state. Now Kain must turn to DeJoule on her island of energy.

STRATEGY TIP: As the battle wears on, there will be less room for Kain to move. He will need to go after Bane as quickly as possible. Bane's movements are not completely random, so watch for the pattern and attempt to anticipate his next move.

DEJOULE

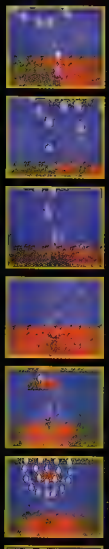
STRATEGY TIP: As mentioned in the previous section, Kain's Repel Spell will protect him from DeJoule's magical attacks. However, since the spell cannot be used while Kain is in Mist form, he cannot approach DeJoule without taking damage from the water.

DeJoule has all forms of energy at her disposal. Positioned on an island amidst a dangerous pond, DeJoule surrounds herself with spinning balls of energy which normal weapons cannot pierce, leaving her free to cast devastating bolts of energy at Kain. She is vulnerable, however, to the right strategy of attack. Once Kain has vanquished both Bane and DeJoule, Ariel will tell him to travel to Avernus and pay a visit to Azimuth the Planar, who is summoning forces from every plane of existence to create an immense demonic army.

DeJoule's plume protection lay from the magical energies that she worked with. Now, it serves only as a token of her vanquished power.

Kain will need all his magical energy to strike to remove DeJoule's shields. As with Bane, he must keep moving away as they slowly disappear, leaving her vulnerable.

STRATEGY TIP: Since Kain is unable to reach DeJoule physically, the best strategy is fight fire with fire. The balls of energy in DeJoule's shield will slowly dissolve once struck with an Energy Bolt. Once these are gone, one bolt will take out DeJoule herself, leaving Kain victorious.

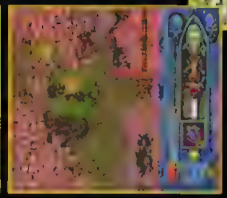


STRATEGY X-TRA

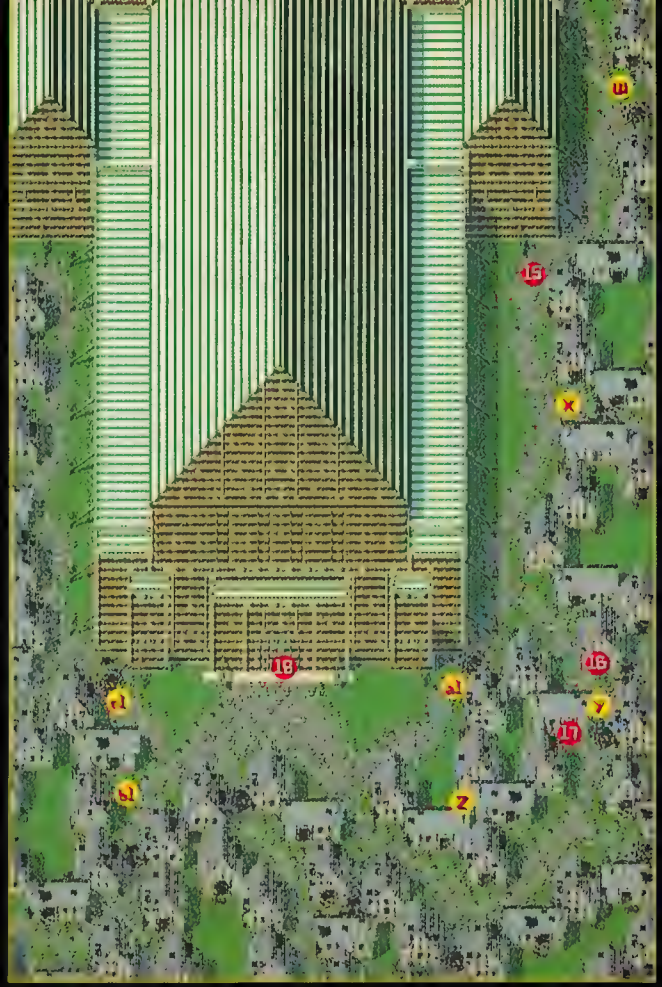
BLOOD OMEN LEGACY OF KAIN

AVERNUS

STRATEGY TIP: Although the small grey demons cast magic projectiles, the other enemies in Avernus will not be able to hurt Kain if he is in his Mist form. He can use this to his advantage if he wants to travel quickly to the Cathedral. It is possible to get locked into a corner, however, even in Mist form; so keep moving and avoid tight areas. If he is backed into a corner, Kain can use his Repel spell and the Flame Sword to hack his way back out again.



▲ These red demons are among the toughest enemies Kain will ever face. Fortunately, they have no projectile weapons, so they can be outrun with ease. Just don't let them back Kain into a corner.



STRATEGY TIP: The city of Avernus is one of the most immense areas in the game. In addition, there are many enemies which are very, very tough. Keep a powerful spell or artifact handy to dispatch these. When all else fails, run. They have a long reach, but they move more slowly than Kain does.

◀ These green clusters are gentleboly mists. They spew poisonous gas which will turn Kain's blood green if he gets too close to it.

A: Save Point **B:** Energy Bank, Implode **C:** Flay, Implode **D:** Implode **E:** Implode, Font of Putrescence, Anti-Toxin **F:** Implode **G:** Implode **H:** Font of Putrescence, Heart of Darkness, Red Sphere **I:** Implode **J:** Stop Time, Energy Bank **K:** Flay **L:** Flay, Pentalich of Tarot **M:** Stop Time **N:** Stop Time, Anti-Toxin **O:** Implode **P:** Time Stop, Blood Flask, Implode, Heart of Darkness **Q:** Time Stop, Anti-Toxin, Blue Sphere, Font of Putrescence, Blood Flask, Energy Bank, Heart of Darkness, Save Point **R:** Time Stop **S:** Implode **T:** Implode **U:** Energy Bank **V:** Implode **W:** Implode **X:** Energy Bank **Y:** Implode **Z:** Pentalich of Tarot **a1:** Energy Bank **b1:** Energy Bank **c1:** Pentalich of Tarot

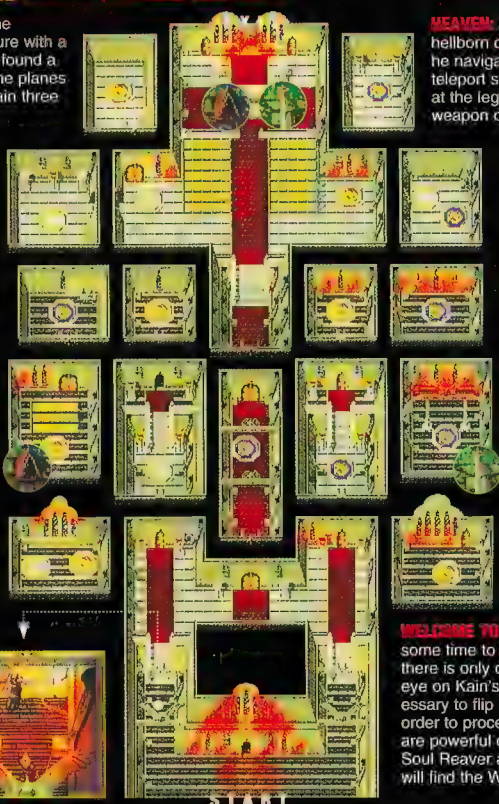
1: Entrance **2:** Exit to sewers **3:** Start (from sewers) **4:** Tavern; Exit to wine cellar **5:** Exit from 4 **5a:** Shortcut to 10 **6:** Exit to 7 **7:** Exit from 6 **8:** Armory; Exit to 9 (Gold Sphere, Implode) **9:** Exit from 8 **10:** Exit to locked door (Heart of Darkness, Green Sphere) **11:** Exit to sewers **12:** Exit from sewers **13:** Exit to 14 **14:** Exit from 13 **15:** Boundary of Map **16:** Exit to 17 (Stop Time, Anti-Toxin) **17:** Exit from 16 **18:** Entrance to Cathedral

STRATEGY X-TRA

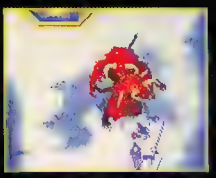
AVERNUS CATHEDRAL

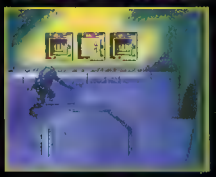
At the heart of Avernus lies the Cathedral, a confusing structure with a powerful secret: Azimuth has found a way to link the Cathedral to the planes of Heaven and Hell, giving Kain three challenging areas to explore.

STRATEGY TIP: Within the Cathedral itself, Kain will find a number of rooms joined together by teleports. In each room is a switch which opens the door to another room, which in turn contains a switch...and so on. There is no quick way through the Cathedral. Kain must visit each room if he is to finally arrive at a confrontation with Azimuth herself.



HEAVEN: Heaven is hostile to a hellborn creature like Kain, but if he navigates through its confusing teleport system correctly, he will arrive at the legendary Soul Reaver, a weapon of incredible power.





▲ There is no danger in the heavenly system of teleports. Kain should just keep moving until he finally arrives at a new area. Watch the illumination on the map for a clue.

WELCOME TO HELL: Although it takes some time to reach the lowest level of Hell, there is only one path possible. Keep an eye on Kain's surroundings; it will be necessary to flip every switch in every area in order to proceed to the next level. There are powerful creatures here, but with the Soul Reaver and a supply of magic, Kain will find the Wraith Armor at the bottom.

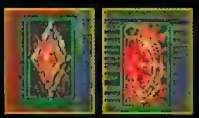
AZIMUTH

Once Kain passes through Heaven and Hell, a door will open which will allow him to reach Azimuth. She stands in a large room with runes of summoning drawn on the floor in blood. From these runes will emerge the giant red demons that are particularly hazardous to Kain's health. Removing these creatures will do nothing, since Azimuth will simply summon more.

STRATEGY TIP: The red demons, as mentioned earlier, are susceptible to Implode and the Font of Putrescence. If Kain can manage to kill one using the Font while the demon is directly above the summoning rune, the other demons will die as soon as they wander into the poisonous pool.

▲ Once Kain defeats Azimuth, he will receive the Eye which allowed her to see into other planes, as well as Moebius' Time Streaming Device.

STRATEGY TIP: If Kain has enough magic, he can simply go for Azimuth with the Soul Reaver. Otherwise, he can cast a Repel spell and have at her with the Flame Sword. Ignore the demons until afterward.



THE CRY OF A KING: After Aversaa, Kain's next mission is to enlist the aid of the Army of Willendorf to fight off the advancing forces of the Hasmoin. In order to do this, however, he must rescue the Princess' seal from the clutches of Elzorir the Defender.

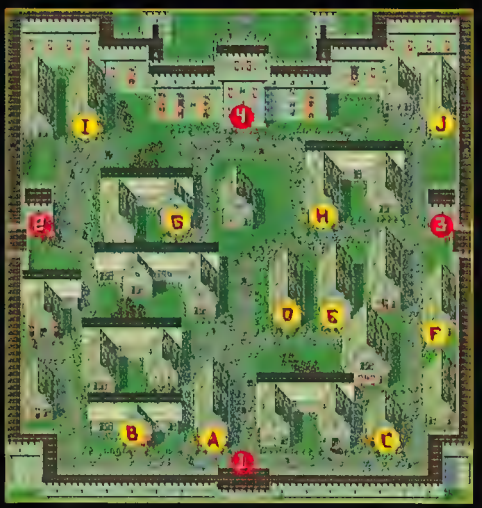
PROVINCIAL MINES

In order to gain access to the noble city of Willendorf, Kain must convince the inhabitants that he is one of them. In order to do this, he must seek out the Beguile blood fountain within the Provincial Mines of Willendorf. Once he drinks from this fountain, his Disguise form will be upgraded, allowing him to fool observers into thinking him nobility without changing appearance.

◀ To reach the ruins, Kain will need to drink from another fountain of strength. He will then be able to push the cards out of his way.

WILLENDORF CITY

The City of Willendorf is well-guarded, but items within are relatively scarce. In order to gain an audience with the King, Kain must walk on top of the city walls to reach the switches on either side of the castle doors. Once these are flipped, the doors will open for him.



A: Anti-Toxin, Flay, Heart of Darkness B: The Great Library of Willendorf D: Flay E: Flay, Blood Flask E: Font of Putrescence F: Heart of Darkness G: Flay, Font of Putrescence, Implode H: Flay I: Anti-Toxin, Pentalich of Tarot J: Flay, Implode 1: Front Entrance 2: To Castle Door Switch (Font of Putrescence) 3: To Castle Door Switch (Flay) 4: Entrance to Castle

DOLLMAKER

The search for the Dollmaker is a relatively brief quest. If Kain travels through the tunnel spoken of in the court of Willendorf, he will arrive near the Dollmaker. He will need to possess a number of enemies to open doors for him, including some servants of the Dollmaker himself. These have no minds to control, so Kain must use something more powerful.

STRATEGY TIP: Within the home of the Dollmaker, Kain will find the mindless servants, as well as a number of odd enemies like exploding teddy bears. Most of these can be dispatched with the Flame Sword, and the Dollmaker himself will fall quite easily to the power of the Soul Reaver.

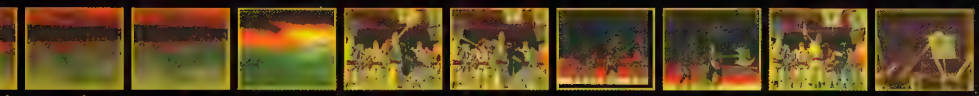
BLOOD COUNT...

Legacy of Kain is such an immense game that it has generated a number of impressive statistics. Although some early reviewers scoffed at the idea of over 100 hours of gameplay, anyone who has played through the entire game must realize that 100 hours is an entirely realistic figure. In fact, it is possible that some gamers will put even more time into completing the game, especially if they intend to discover every secret and improve their prestige rating beyond that of "whelp." At any rate, there are even more amazing numbers to be found in this epic game. Here are a few of the most remarkable:

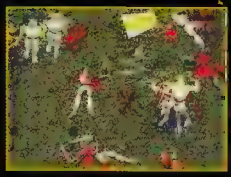
- Total hours to complete Legacy of Kain
  100+
- Approximate number of kills in the course of the game
  2000+
- Total number of different kinds of enemies in "Kain"
  190
- Total minutes of voice-over contained in the game
  60
- Total length in minutes of all the cinemas in the game
  25
- Estimated number of cries of "Vae Victis" before end
  12,000+
- Estimated length in miles of capillaries in a human body
  25,000
- Total MB of code in "Kain" program (compressed)
  1200+
- Total number of bones in the human body
  206
- Average number of full moons in a one-year span
  12
- Total red blood cell count in the human body
  10^3 ml (milliliters)
- Total hours of game design (estimated)
  17,520
- Total number of secrets found in this game
  100
- Number of characters that show dangerous signs of chronic clinical bitterness
  all of them

STRATEGY X-TRA

THE LAST BATTLE

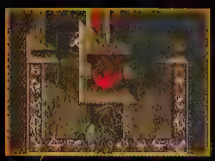


Once Kain returns the doll containing the Princess' soul to the King of Willendorf, the King will give him the use of the Army of Hope. At this point, Kain travels with the Army of Hope to meet the Army of the Nemesis on the Plains of Blood. The Army of Hope will fight valiantly, but the forces of the Nemesis are incredibly strong and great in number. There is little hope for the Army of Hope.



◀ The King of Willendorf will heroically fall in battle, but the Nemesis will finally overwhelm the army. If Kain continues north, he will escape.

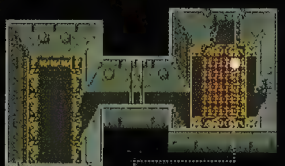
TIME TRAVEL



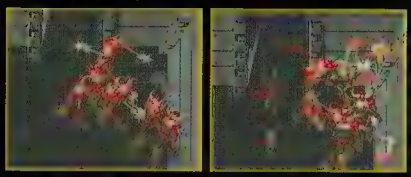
▲ Immediately inside the castle is a mech-scanner save point.

Once the tide of battle turns against the Army of Hope, Kain will find himself overwhelmed by the legions of the Nemesis. If he continues northward, he will have his escape via the Time Streaming Device. Soon Kain will find himself stranded 50 years in the past, trapped in the kingdom of William the Just before William became the beast known as the Nemesis. If he feeds on one of the peasants, Kain will receive an image from him as he dies. This cinema shows a strangely familiar character stirring the townspeople into a religious frenzy, driving them to exterminate the vampires who plague Nosgoth.

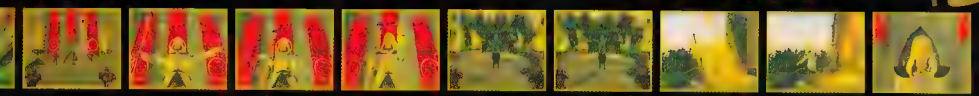
STRATEGY TIP: William's castle boasts the same spinning blades that Kain encountered in Malek's Bastion. Time these properly, and they will prove no problem.



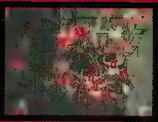
STRATEGY TIP: Fight the castle's inhabitants only if they appear in small numbers. A group of these fierce fighters will prove incredibly damaging. If Kain finds more than two, he should hit them with an Implode or a Font of Putrescence, taking them all out.



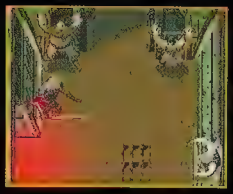
◀ The forces of William the Just are fierce fighters. In their great numbers, they can easily overwhelm Kain, backing him into a corner from which he cannot escape. The Soul Reaver will take them out, but it drains magic quickly.



THE SOUL REAVER: This powerful weapon can take out a group of enemies at once. However, it uses magic at a rate proportional to the strength of the enemy. This means that unless Kain recharges his magic, he will soon find himself with a weapon that is next to useless.

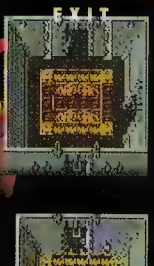


BLOOD OMEN LEGACY OF KAIN



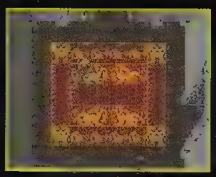
STRATEGY TIP: If Kain is low on blood, he can shift back into human form and drain the blood of the many prisoners chained up on the walls. As long as he shifts quickly back to Mist form, he should take little damage from the water.

The eastern exit from the first hall of the castle opens into the castle's sewers. Here Kain must shift into Mist form to avoid taking damage. The upper-right portion can only be accessed by coming around from the other side, but it contains a number of important artifacts, which should prove useful as Kain continues through the castle.



STRATEGY TIP: The path through the sewers is the easier of the two possible paths to this point, although it is a bit longer. Keep in mind that the forces of the Nemesis are loath to wade through the refuse in the castle's sewers, so Kain will encounter fewer there.

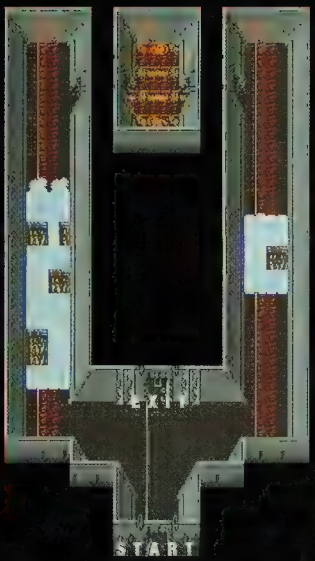
The path through the sewers and the path through the castle both terminate in the same room. Although the path through the castle proper is the more direct route, it's also the more perilous. The sewer is the path of choice, with more opportunities to feed and a Pyramid of Power which increases Kain's magic ability.



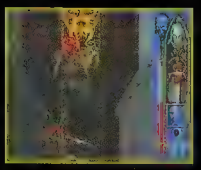
◀ This room is where the paths which diverged on the first map meet again. It might be a good idea to pause here and wait for Kain's magic to rejuvenate itself before heading onward.

STRATEGY TIP: If Kain takes the castle path, he will encounter a number of nasty soldiers. Because these appear mostly in small groups, Kain might wish to take these out with the Flame Sword, saving the Soul Reaver for bigger groups.

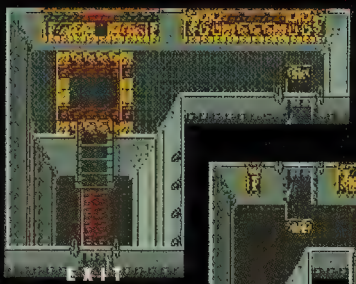
STRATEGY X-TRA



As Kain emerges from the previous area, he will once again be faced with a number of choices. If he heads down the stairs, he will emerge on a balcony from which he can overhear a discussion between William the Just and that strangely familiar character from the most recent cinema. Things are becoming clearer now...



▲ It appears that there is conspiracy afoot. The Army of the Nemesis is being supplied with weapons from the outside.

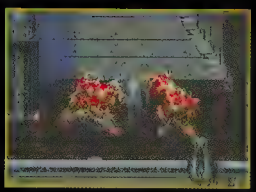


If Kain takes the west doorway, he will return to the sewers, where he can retrieve a number of artifacts. Continuing northward, however, will put him at this junction of three hallways. He will need to flip switches at the end of each hallway in order to open the door in the middle. Be careful, however, for when the door opens, the doors between the hallways will close.

▲ The enemies are more numerous here. Kain can move about in Mist form, but he could still get cornered.

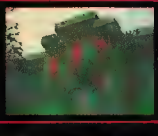
STRATEGY TIP: Each of the side passages in this three-pronged hall is filled with its share of perils. Nevertheless, Kain must travel the length of each one in order to flip the switch at the end of the hallway. Three of the switches must be flipped to open the door.

STRATEGY TIP: Only three of the four switches in this area need to be flipped. This means that there are four possible combinations to open this door. The best strategy is to flip the two outside switches first; that way, Kain can try two possible combinations without travelling past the wall blades in the outside corridors. Although the puzzle can prove frustrating, remember that there are only four combinations. Keep track of the switches that Kain has already tried.



◀ The enemies will often work in unison, blocking Kain in the middle of a group, even in Mist form. It is nearly impossible to survive this. Fortunately, they move away once they think Kain has been killed.

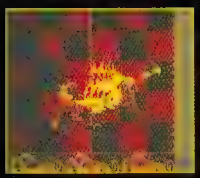
BACK TO THE FUTURE: After doing away with William, Kain will find another Time-Streaming Device which will return him to the present, consuming a total of 1.21 gigawatts of magical energy.



Once the switch puzzle is solved, Kain will be able to continue on to face William the Just, the Nemesis. Kain will also be faced with a number of soldiers. Once these are taken out, Kain will be able to face William himself. The Soul Reaver will prove handy in taking him out, but beware: He has one, too. Once Kain finally ends the brief reign of the Nemesis, he will be faced with four more guards who come rushing to the aid of their fallen leader...too late.

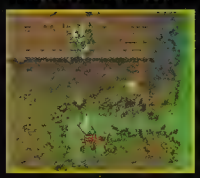
▲ William's personal guards are among the fiercest in all the castle. Be prepared to hurt a bit.

STRATEGY TIP: It is best to use the flame sword when taking out William's guards. Since the Soul Reaver drains Kain's magic, he will want to save that to use on William himself. The Repel spell once again come in handy here, especially when dealing with the quick guards. Do not waste all of Kain's resources on William; remember that there are four more guards waiting to bring an end to Kain's adventures.

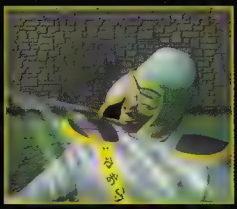


WILLIAM THE JUST

Once Kain returns to the present, he finds the world a changed place. The people are consumed with a lust for vampire blood, which they did not have before Kain travelled back in time. Kain follows the scent of vampire blood southward, only to witness Vorador's execution and discover Moebius the Time Streamer inciting the peasants to exterminate the vampires altogether. Now he must face a horde of peasants and then the Time Streamer himself.



MOEBIUS



▲ Once Kain defeats Moebius' minions, he will have the opportunity to get one more Token for the Circle.

STRATEGY TIP: Moebius will bombard Kain with spells which slow his movements and make him vulnerable to attack. He will then summon enemies from the past, present and future to try to take Kain down. If Kain defeats them all, Moebius will face him one-on-one. Beware: Kain's Repel spell does not turn away the Time Streamer's magical attacks. These must simply be avoided as much as possible until they wear off.

BUY AND SELL USED PLAYSTATION GAMES

Prices good thru 9/15/96

For Info Call:
602-967-0077
For Orders Call:
800-879-8825

FIVE STAR

★★★★★

VIDEO D STRIBUTORS

1415 E University Suite 5
Tempe AZ 85281

Check out our sales specials on the internet
http...www.5stargames.com
e mail fivesta@goodnet com

HOW TO SELL YOUR OLD GAMES FOR CASH OR CREDIT

1 Let each game and piece of all sheet of paper with your name complete address and telephone number
2 Call 800 879 8825 to get a RO number IMPORTANT
3 Send your games and paperwork by UPS or Registered mail to our address Make sure your RO number is on the package Unregistered mail is not insured
4 All games must include original box and no stickers Unacceptable games will be returned to you, postage paid
5 Normally all check will be issued week after we received your package If you would like to purchase games with your credit allow no BUY steps listed below

TO BUY GAMES
For credit card or COD orders call 800-879-8825
FOR MAIL ORDER.

1 Let each game and piece of a full sheet of paper with your name complete address and telephone number
2 Calculate your order total Add shipping charges $6 for 1st game and $1 for each additional Foreign orders please call for vendors add 2% tax
3 Mail your order and payment to our address
4 For faster service send money order and list alternate titles Allow 14 days or personal checks to clear

A Train	$ 45 17	Dark Stalkers	$ 45 17	Pandemonium	$ 45 17
Ace Combat 2	$ 45 17	Dead Ball Zone	$ 45 17	Panzer General	$ 45 17
Air Warrior	$ 45 17	Dead Sushi	$ 45 17	Parappa the Rapper	$ 45 17
Alien Trilogy	$ 45 17	Defcon 5	$ 45 17	Pataank	$ 45 17
Alone in the Dark	$ 45 17	Descent	$ 45 17	Peak Performance	$ 45 17
Alone in the Dark 2	$ 45 17	Destruction Derby	$ 45 17	Pebble Beach Golf	$ 45 17
Andretti Racing	$ 45 17	Die Hard Trilogy	$ 45 17	Philosoma	$ 45 17
Assault Rigs	$ 45 17	Dig	$ 45 17	Pitfall	$ 45 17
Baku Baku	$ 45 17	Discworld	$ 45 17	Platinum	$ 45 17
Ballblazer	$ 45 17	Doom	$ 45 17	Power Baseball	$ 45 17
Bases Loaded 96	$ 45 17	Dragon Ball Z	$ 45 17	Power Hockey 96	$ 45 17
Battle Arena Toshinden	$ 45 17	Dragon Ball Z 2	$ 45 17	Power Serve 3D	$ 45 17
Battle Arena Toshinden 2	$ 45 17	Dragon Ball Z 3	$ 45 17	Primal Rage	$ 45 17
Beyond The Beyond	$ 45 17	Dragon Force	$ 45 17	Prime Time NFL	$ 45 17
Big Hurt Baseball	$ 45 17	Dragon Heart	$ 45 17	Project Horned Owl	$ 45 17
Bio Freaks	$ 45 17	Dragon Ball Z	$ 45 17	Psychic Detective	$ 45 17
Blazing Dragons	$ 45 17	Dragon Ball Z 2	$ 45 17	Psychic Force	$ 45 17
Bloody Roar	$ 45 17	Dragon Ball Z 3	$ 45 17	Puzzle Bobble	$ 45 17
Bottom Of The Ninth	$ 45 17	Dragon Ball Z	$ 45 17	Quake	$ 45 17
Braindead 13	$ 45 17	Dragon Ball Z 2	$ 45 17	Quarterback Attack	$ 45 17
Bubble Bobble	$ 45 17	Dragon Ball Z 3	$ 45 17	Rage Racer	$ 45 17
Bust A Move 2	$ 45 17	Dragon Ball Z	$ 45 17	Raiden Project	$ 45 17
Bust A Move 3	$ 45 17	Dragon Ball Z 2	$ 45 17	Rapid Reload	$ 45 17
Bubble Bobble	$ 45 17	Dragon Ball Z 3	$ 45 17	Rayman	$ 45 17
Bubble Bobble	$ 45 17	Dragon Ball Z	$ 45 17	Resident Evil	$ 45 17
Bubble Bobble	$ 45 17	Dragon Ball Z 2	$ 45 17	Return Fire	$ 45 17
Bubble Bobble	$ 45 17	Dragon Ball Z 3	$ 45 17	Revolution X	$ 45 17
Bubble Bobble	$ 45 17	Dragon Ball Z	$ 45 17	Ridge Racer	$ 45 17
Bubble Bobble	$ 45 17	Dragon Ball Z 2	$ 45 17	Ridge Racer	$ 45 17
Bubble Bobble	$ 45 17	Dragon Ball Z 3	$ 45 17	Ridge Racer

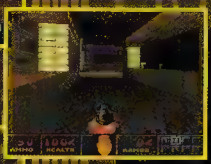
tricks of the trade

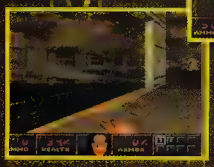
Mortal Kombat Trilogy

Play as Chameleon

At the Player Select Screen, choose one of the male ninjas (Human Smoke, Scorpion, Reptile, etc). Now, before the round begins, hold LEFT+High Punch+High Kick+Block+Run at the same time (For Player 2, hold RIGHT instead of LEFT). As soon as the match starts, Smoke will disappear in a burst of flames and Chameleon will be his replacement! This transparent fighter has the powers of all the ninjas when he turns into them. Unfortunately, you cannot control which ninja you will be, because this is a random process.

Final Doom





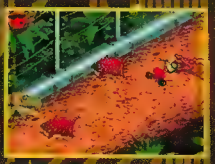
Many Cheats

Press START to pause and enter these codes as shown:
All Powerful Mode: DOWN, L2, Square, R1, RIGHT, L1, LEFT, Circle.
Lots of Goodies: X, Triangle, L1, UP, DOWN, R2, LEFT, LEFT.
Level Skip: RIGHT, LEFT, R2, R1, Triangle, L1, Circle, X (Press X to go to the level).
Map All Lines: Triangle, Triangle, L2, R2, L2, R2, R1, Square.
Map All Objects: Triangle, Triangle, L2, R2, L2, R2, R1, Circle.
X-Ray Vision: L2, R2, L2, R1, RIGHT, Triangle, X, RIGHT.

Spot Goes To Hollywood

Open All Levels, Flicks, 50 Lives

When you are on the Title Screen, press the following sequence: Triangle, UP, RIGHT, DOWN, LEFT, Triangle, LEFT, DOWN, RIGHT, UP, Triangle. This will activate a COOL menu on the Title Screen. Select this menu and you can "Open All Levels" which allows you to play any level of the game in any order. When this has been activated, on the Level Select Screen, if you hold the Square button and press START, you can see all of the flicks in the game except the "Making of." Also, when the COOL Menu has been activated, when you pause the game while playing and then press SQUARE, you will get 50 lives!



Blast Chamber

Infinite Lives

For infinite lives in Blast Chamber, go to the Main Menu Screen and with controller 1, enter Square, LEFT, Square, RIGHT, Circle, DOWN, Circle, UP. Go into the "Games" option and Choose the "Solo Survivor" option. Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now, when you die in the game, your lives meter will not go down!

Mortal Kombat Trilogy

Level Select

Start a game and highlight Sonya on the Character Select Screen. With Sonya highlighted, hold START and press UP. Then choose your character and a screen that says, "Select Kombat Zone" will appear. Press LEFT or RIGHT on the directional pad to switch the level on the bottom of the screen. Choose it and you will be warped to that level!

Mortal Kombat Trilogy

Secret Konfiguration Menu

On the Main Menu Screen, highlight and choose "Options." In the Options Screen, highlight one of the selectable boxes and hold the top four L and R buttons. With these held, hold UP. The game will make a noise and the screen will shake. Now you may access the Secret Konfigure Mode that will let you turn on or off these special options:

1 Button Fatalities - The top four buttons are used to do fatalities, babalities, etc.
Instant Aggressor - The meter comes up very quickly in the game.
Normal Boss Damage - The Bosses are harder to kill.
Low Damage - It's harder to kill any opponent.
Health Recovery - You will recover energy in the game.

TRICKS of the trade

Street Fighter Zero 2

Hidden Characters

At the Player Select Screen, do the codes as shown:

Super Turbo Edition Chun-Li -
Highlight Chun-Li. Hold START for about five seconds and then press any kick or punch button and let go of START. (This Chun-Li does her fireball by holding Back, then pressing Forward on the pad with punch.)

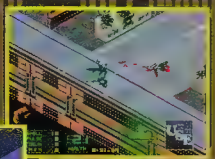
Super Akuma -
Highlight Akuma. Hold START and move DOWN, RIGHT, RIGHT, DOWN, LEFT, DOWN, LEFT, DOWN, RIGHT, RIGHT, RIGHT. Then press any kick or punch button and let go of START. (The new Akuma is faster and can do a double fireball in the air [Jump and press Down, Down-Forward, Forward+Punch]).

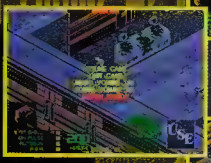
Time Commando

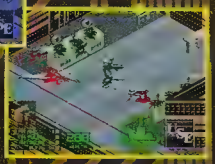
Instant Three Continues

This code will give you three continues to help you survive in the game. To do this, start a game and at any point, press START to bring up the Pause Menu. Now, move down, highlight the "Sound FX" option and enter the following code: Triangle, Square, Circle, X, Triangle, Circle, Square, X, Triangle, Square, Triangle. You will hear a noise and you'll see three triangular symbols appear at the top of the screen. Now you have an advantage to beat the game!

Project Overkill







Maximum Health Code

For those of you who are at the point of no return, check out this trick! Here is a code that, when entered, will replenish your life meter all the way to 200. To pull this one off, begin your game and when you are low on life, press Start to pause. A menu will appear, in which you need to highlight the last option Review Mission. After highlighting, hold down the Square button and press: Circle, X, Triangle. Then release the Square button and hold down Circle and press: Square, X, Triangle. If done correctly, Cheater should appear at the top of the screen, and your life meter should replenish to 200. Now unpause the game and continue on. You can keep on doing this as often as you wish!

AT THE END OF YOUR ROPE?
VideoGameSpot is here for you. We are your guide
to the eye popping world of video games. Our
multi-step online program of reviews, previews,
video demos, news and cheats on all of the latest
video games and console platforms gives you the
information you so desperately need. We'll
challenge you with our tests, motivate you with
thought provoking columns, let you share
your feelings with our community and
VideoGameSpot will put you in control.
videogamespot
www.videogamespot.com
...LAUNCHING DECEMBER 1ST.

NOW RECRUITING

For The LightStormer Corps

This is your chance to proudly wear the LightStormer uniform. We'll send you to the far corners of the solar system with enough firepower to enforce our hard-won peace. You'll be mastering awesome weapons like the Phase Rifle, Anti-Matter Blaster, Lock-on Cannon and Plasma Lance as well as receiving psionic neural implants - the classified technology reserved solely for the LightStormer Corps. With this arsenal, you'll be able to pulverize United Earth's enemies not only with your physical weapons, but with your mind.

Travel To Exotic Places,

Meet Interesting Creatures...

And Kill Them.

DISRUPTOR™

T TEEN AGES 13+ ESRB

INSOMNIAC GAMES

universal interactive studios®

Distributed by Interplay

PlayStation

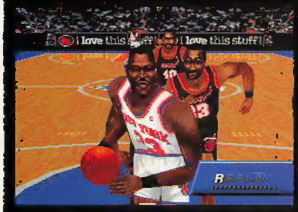
Interface with your local recruiter today at www.disruptor.com

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.
© 1996 Universal Interactive Studios, Inc. All rights reserved. Disruptor is a trademark of Universal Interactive Studios, Inc.

KONAMI XXL SPORTS SERIES™

NBA

SOME PLAY AT A HIGHER LEVEL



HIGHER RESOLUTION GRAPHICS

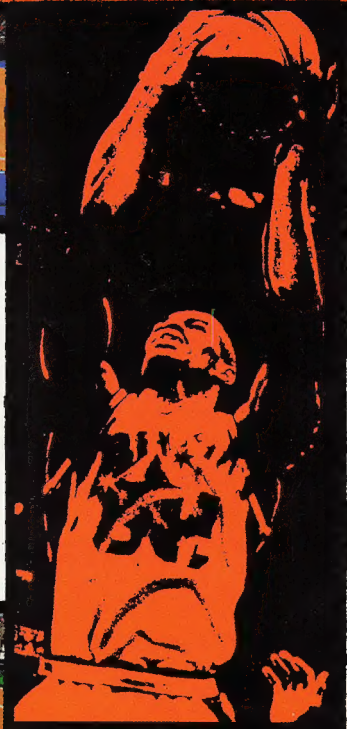
18 DIFFERENT DUNK SHOTS

FULL SEASON AND PLAYOFF MODES

STAMINA FACTOR

348 NBA PLAYERS

SUBSTITUTIONS



"NBA IN THE ZONE 2"

ALLEY-OOPS AND REBOUND DUNKS

NO TRADING LIMITS

CREATE YOUR OWN PLAYER

PUMP FAKES

FULL 12-MAN ROSTERS

ALL 29 NBA TEAMS

FOULS

POST PLAYS

INTUITIVE CROWD REACTIONS

PlayStation

MATURE RP RATING PENDING

OFFICIAL NBA PRODUCT LICENSED

www.konami.com

NBA IN THE ZONE 2

KONAMI

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc., and the respective member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1996 NBA Properties, Inc. All rights reserved.
KONAMI SPORTS SERIES™ is a trademark of Konami (America) Inc. Konami is a registered trademark of Konami Co., Ltd. All rights reserved © 1996 Konami (America) Inc. PlayStation™ and the PlayStation™ logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!